

FIG. 1

FIG. 1

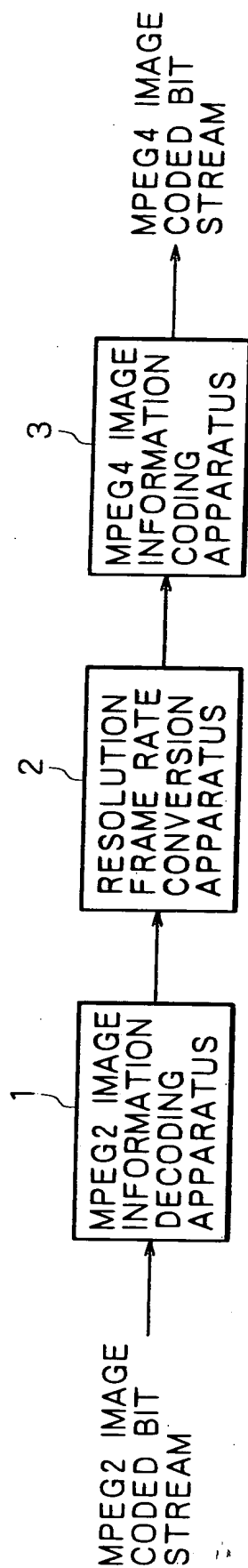


FIG. 2

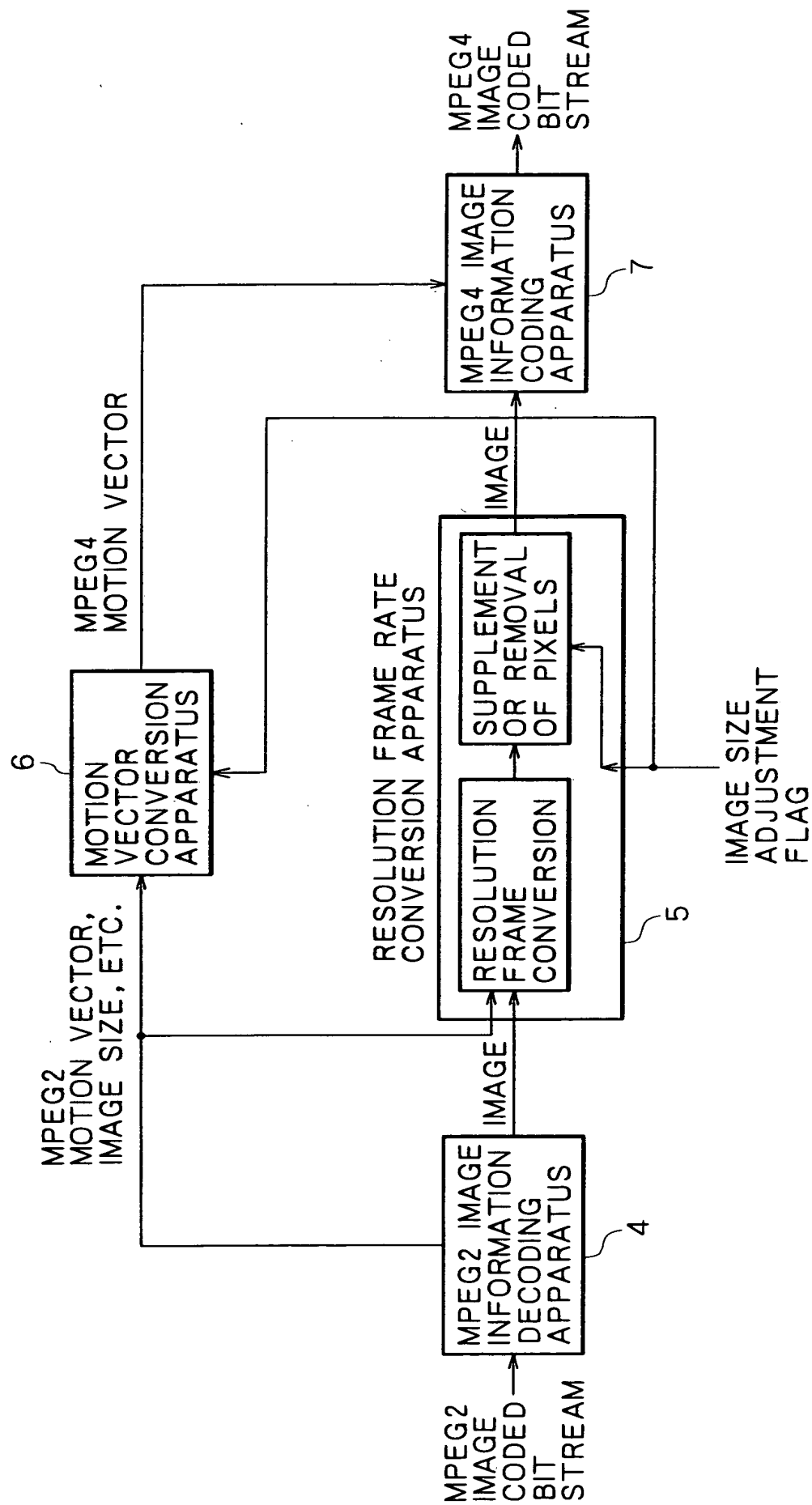
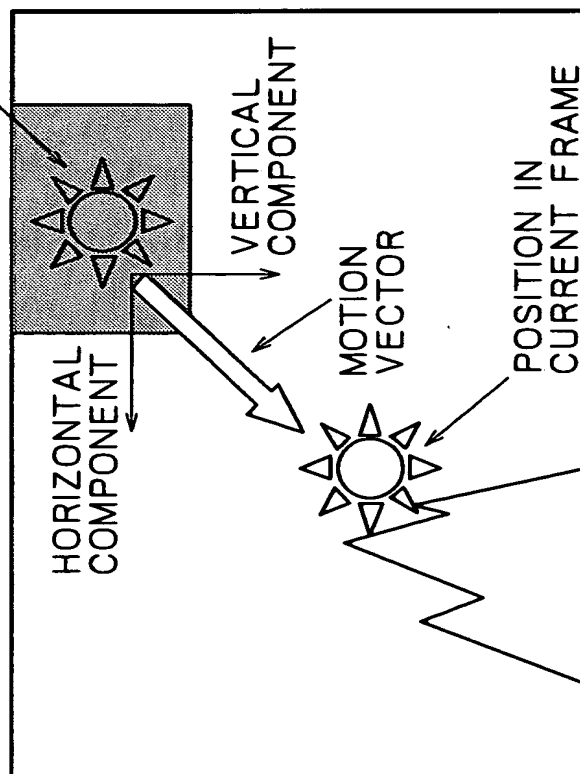


FIG. 3A

POSITION IN PRECEDING FRAME  
IS INDICATED WITH SCREEN



F1G. 3B

POSITION IN PRECEDING FRAME  
IS INDICATED WITH SCREEN

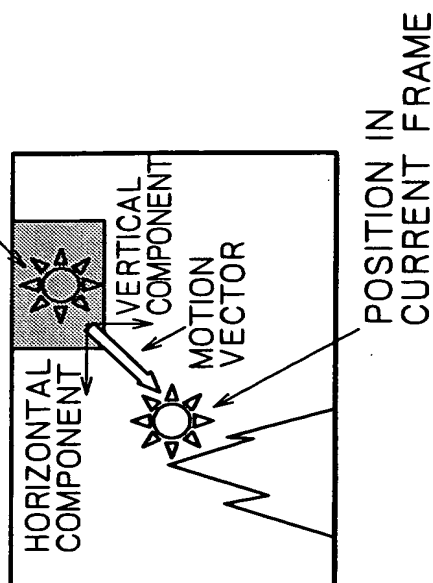


FIG. 4

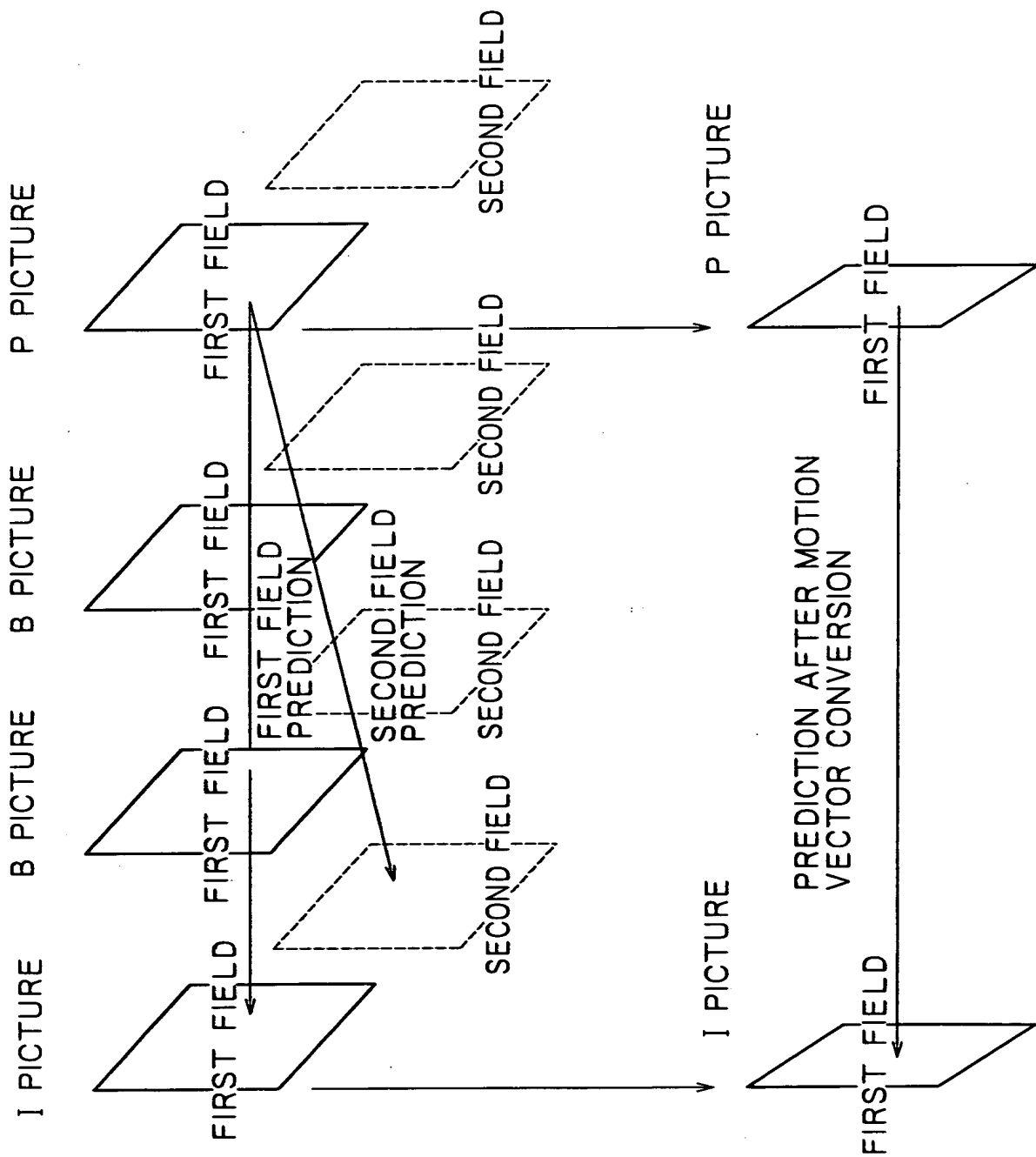


FIG. 5

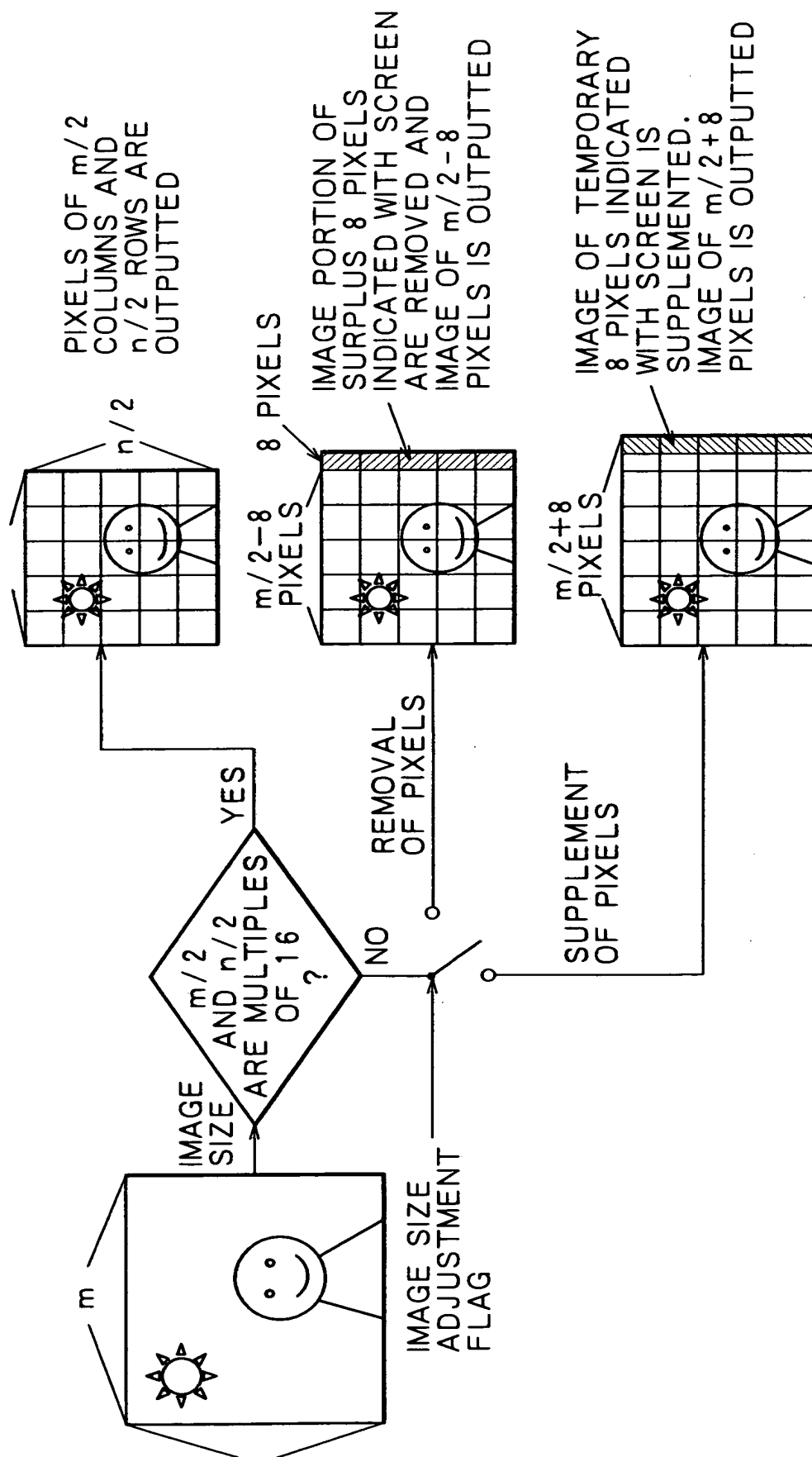
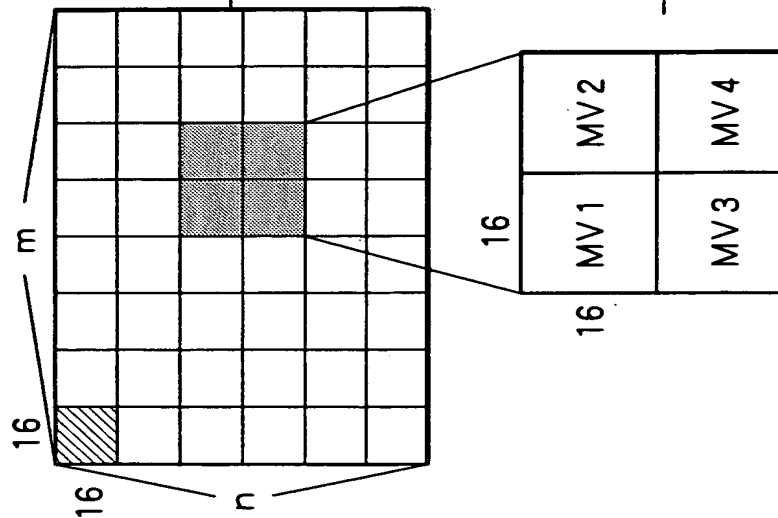


FIG. 6A

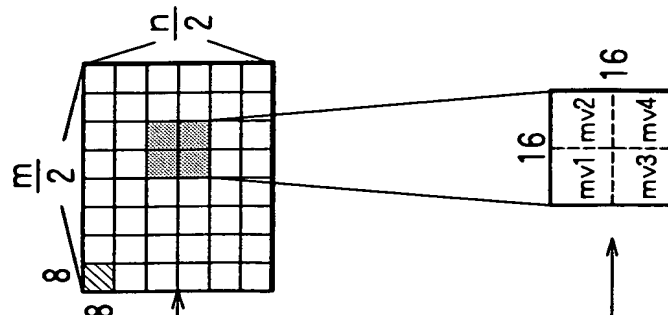
IMAGE DECODED BY MPEG2  
DECODING SYSTEM



BEFORE RESOLUTION  
CONVERSION

FIG. 6B

IMAGE CODED BY MPEG4  
CODING SYSTEM



AFTER RESOLUTION  
CONVERSION

RESOLUTION  
FRAME RATE  
CONVERTER

CONVERSION

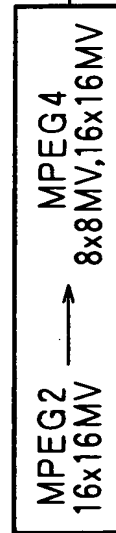


FIG. 7

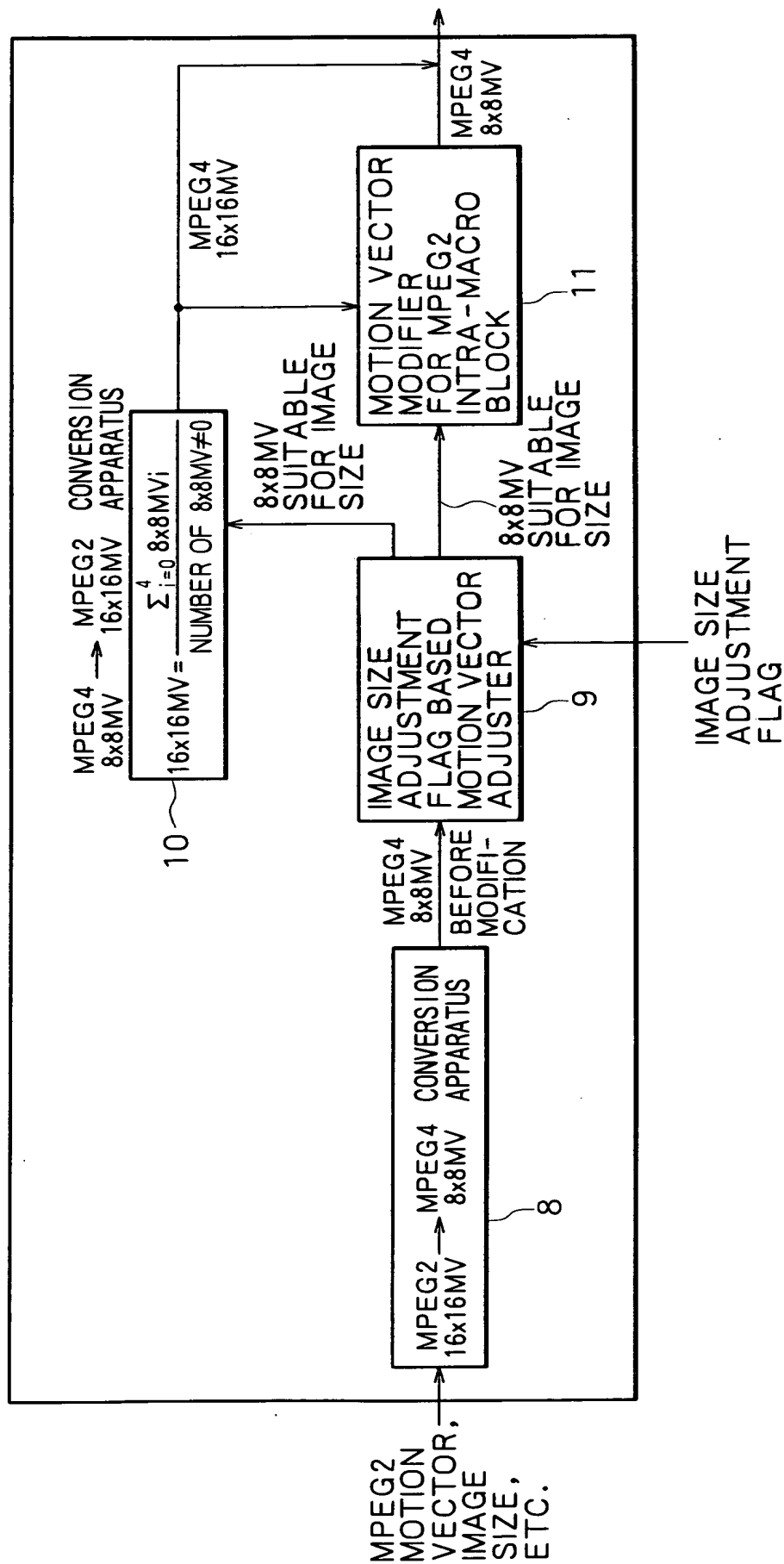


FIG. 8

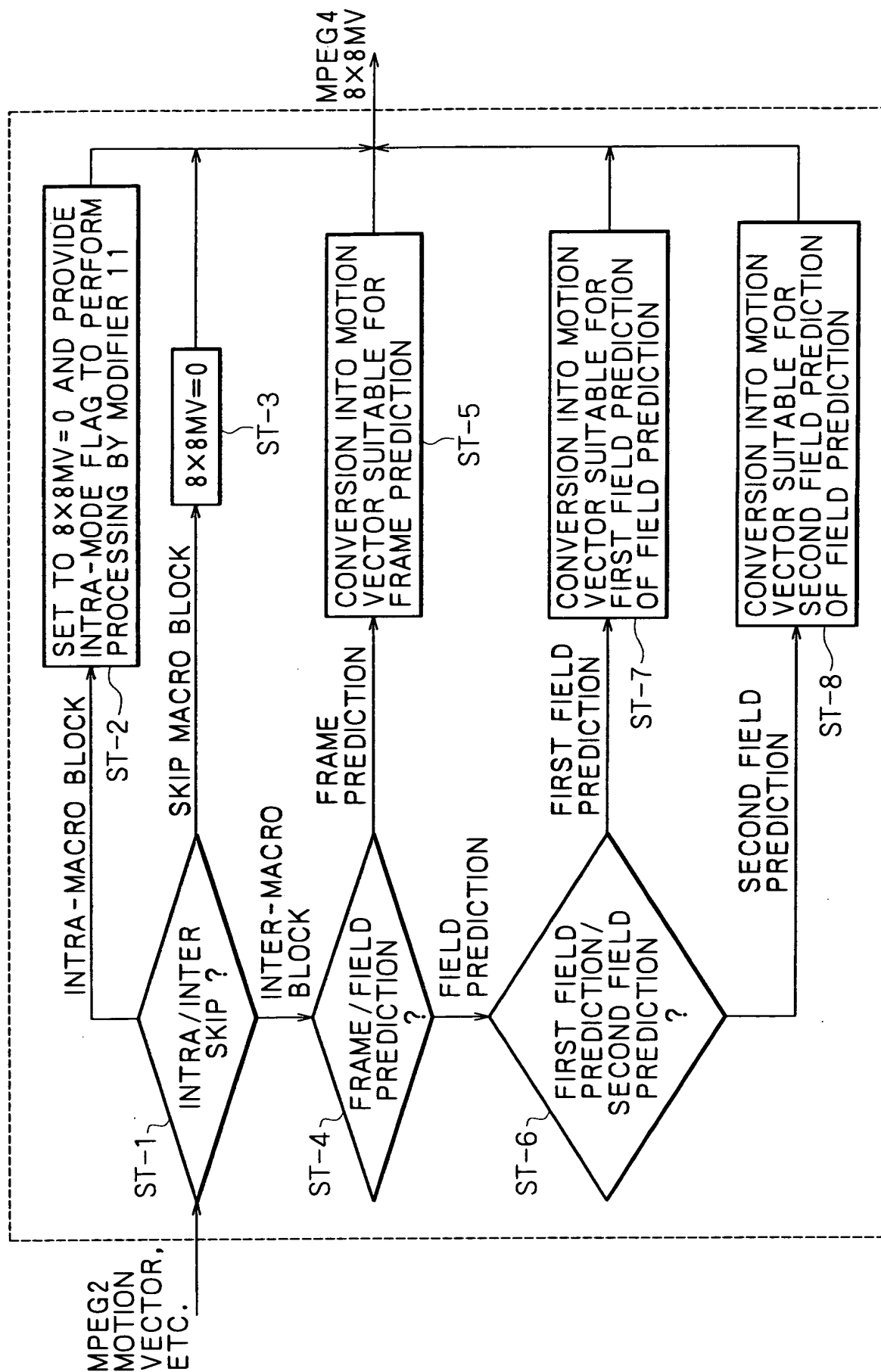




FIG. 9A

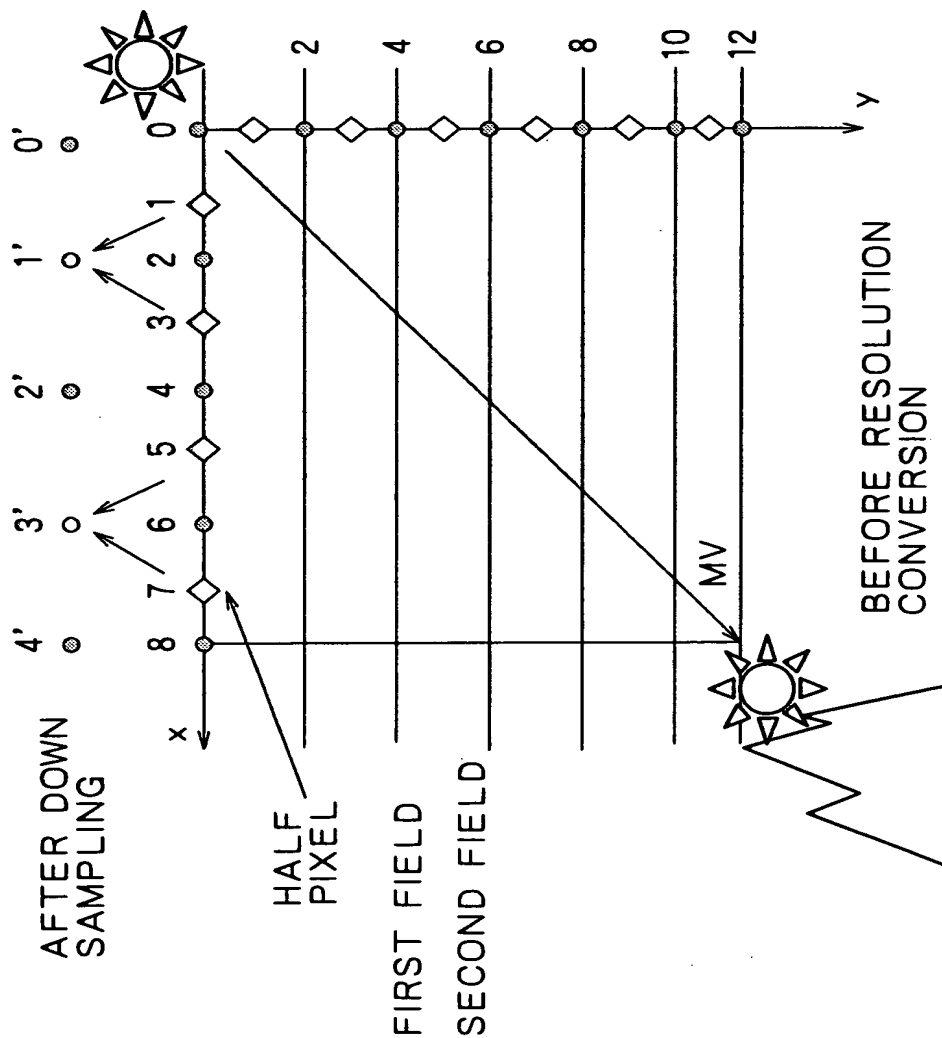


FIG. 9B

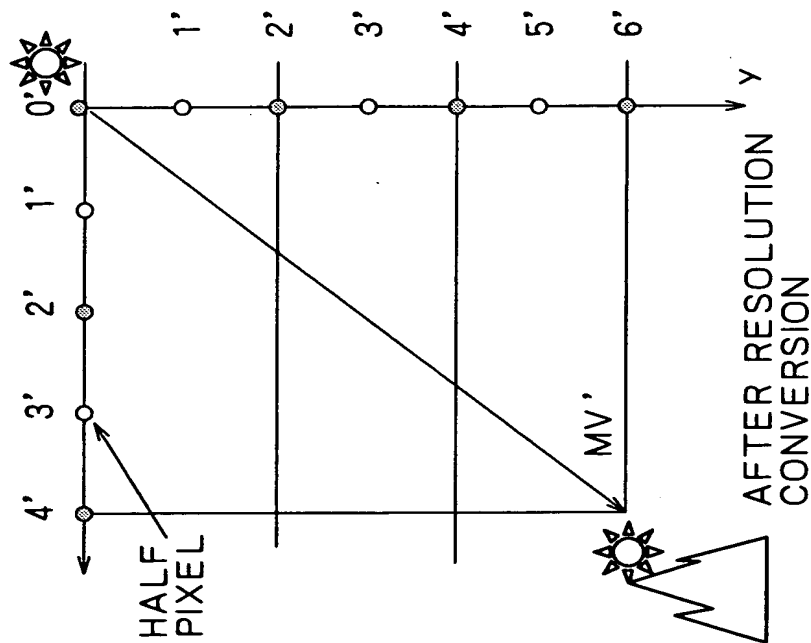


FIG. 10

REMAINDER WHEN MOTION VECTOR MV BEFORE CONVERSION IS DIVIDED BY 4	0	1	2	3
MOTION VECTOR AFTER CONVERSION	$[MV/2]$	$[MV/2] + 1$	$[MV/2]$	$[MV/2]$

$[MV/2]$  REPRESENTS INTEGER PART WHEN MV IS DIVIDED BY 2

FIG. 11A

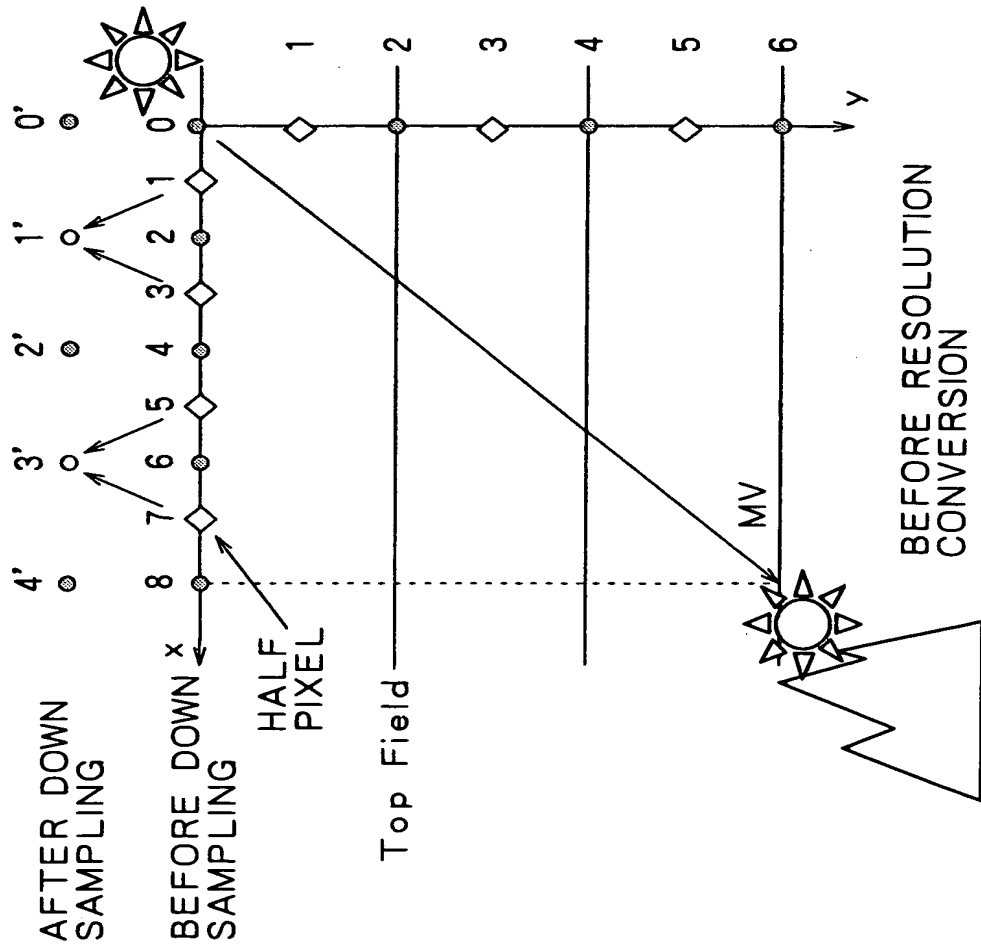
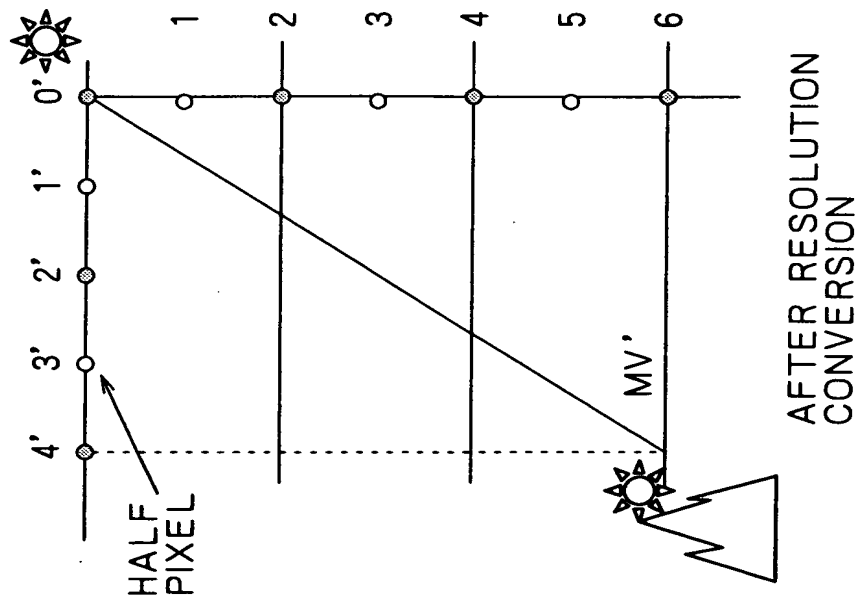


FIG. 11B



SINCE IMAGE ONLY OF EXTRACTED FIRST FIELD IS INPUTTED TO MPEG4 IMAGE CODING APPARATUS, FIRST IMAGE FIELD IS USED AS REFERENCE, 1 IS ADDED TO VERTICAL COMPONENTS OF MOTION VECTORS UPON PREDICTION OF SECOND FIELD OF MPEG2 TO APPROXIMATE SECOND FIELD TO FIRST FIELD

FIG. 12A

FIG. 12B

VERTICAL COMPONENT OF MOTION VECTOR AFTER MODIFICATION

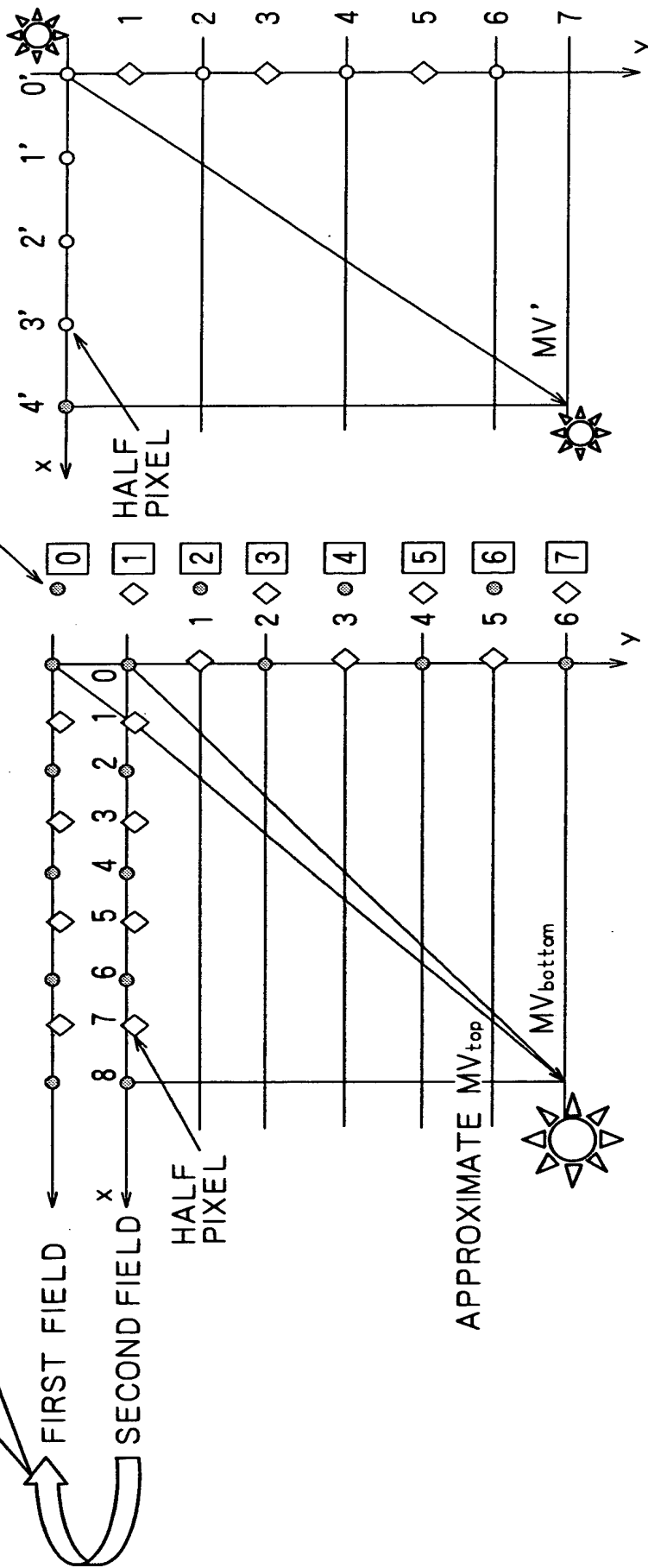


FIG. 13

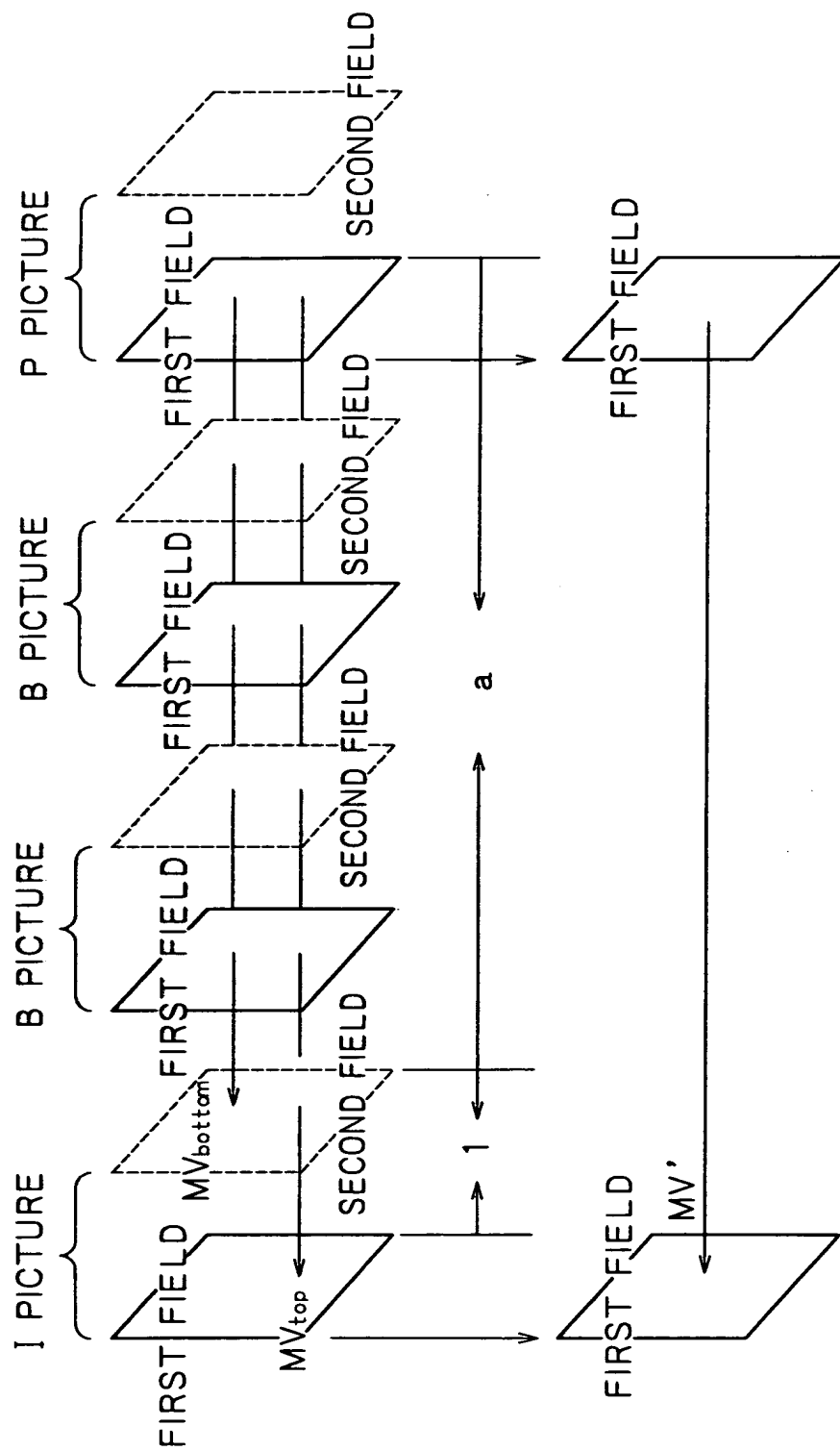


FIG. 14

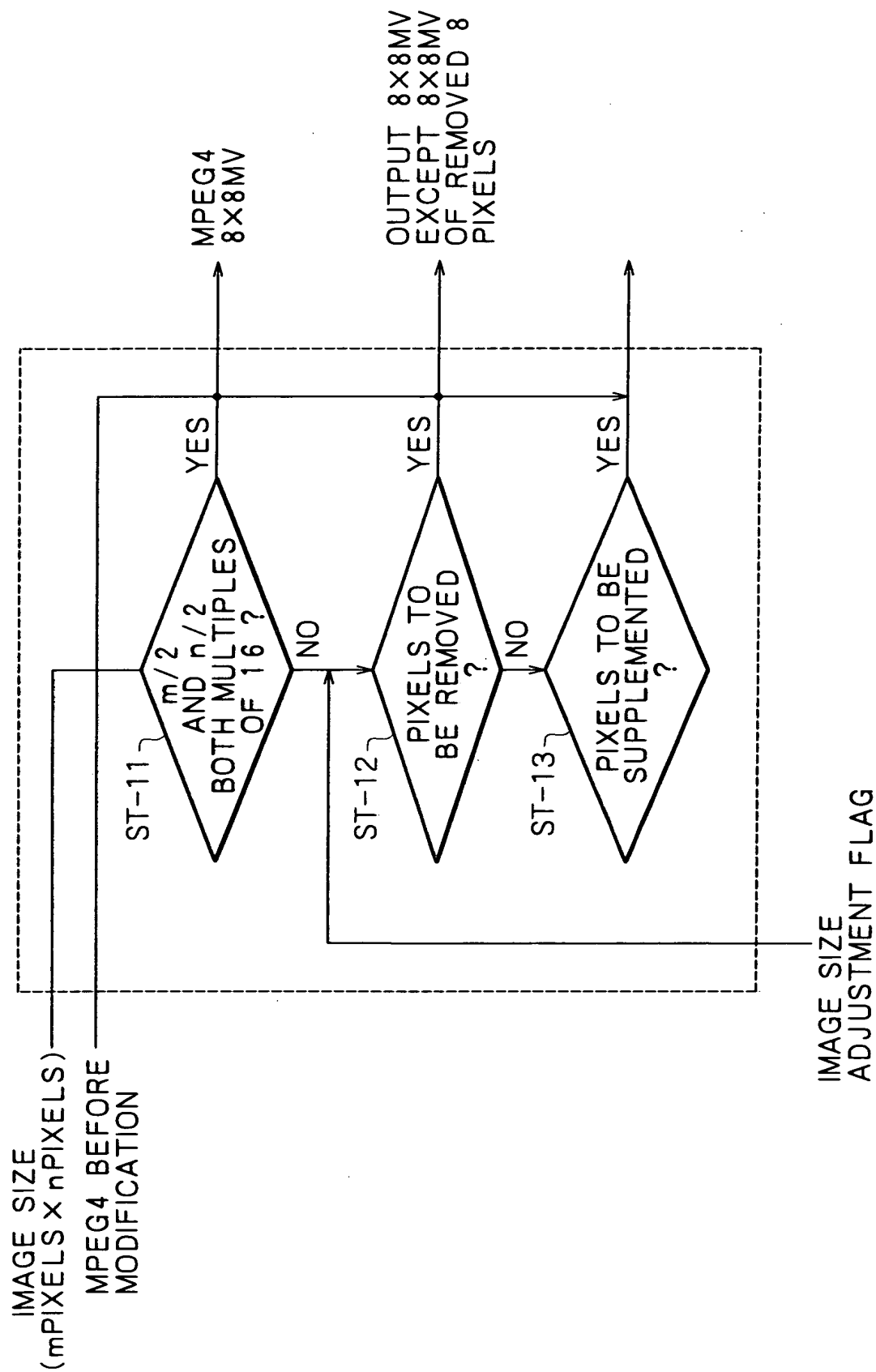


FIG. 15

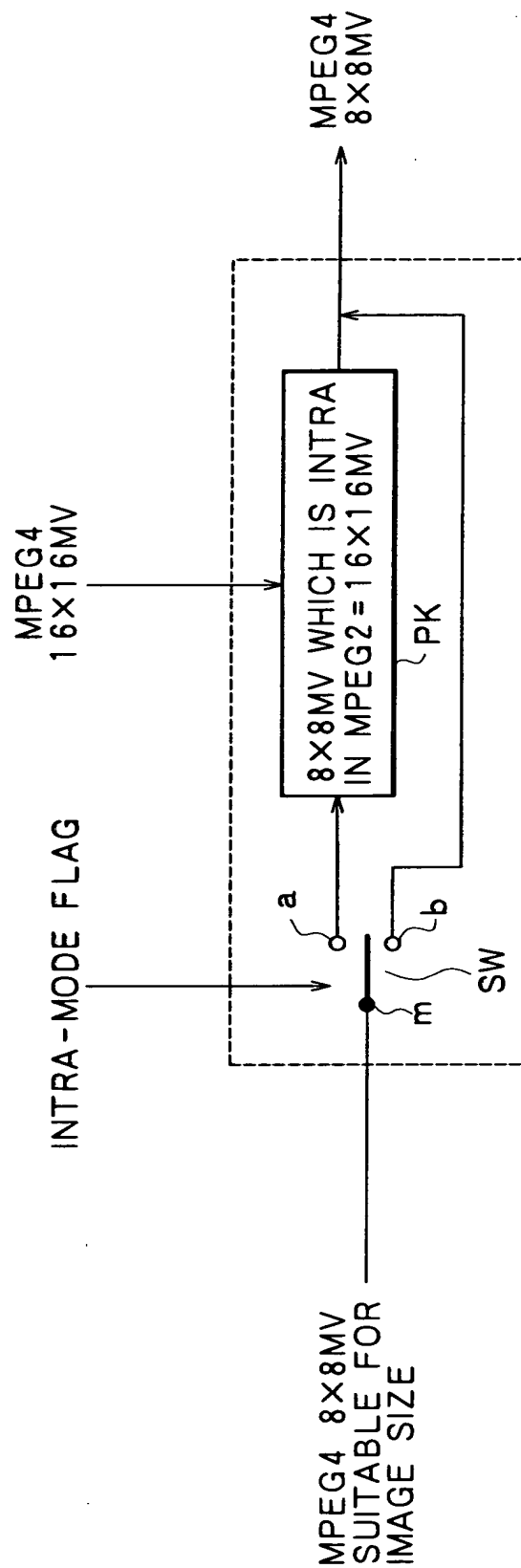


FIG. 16

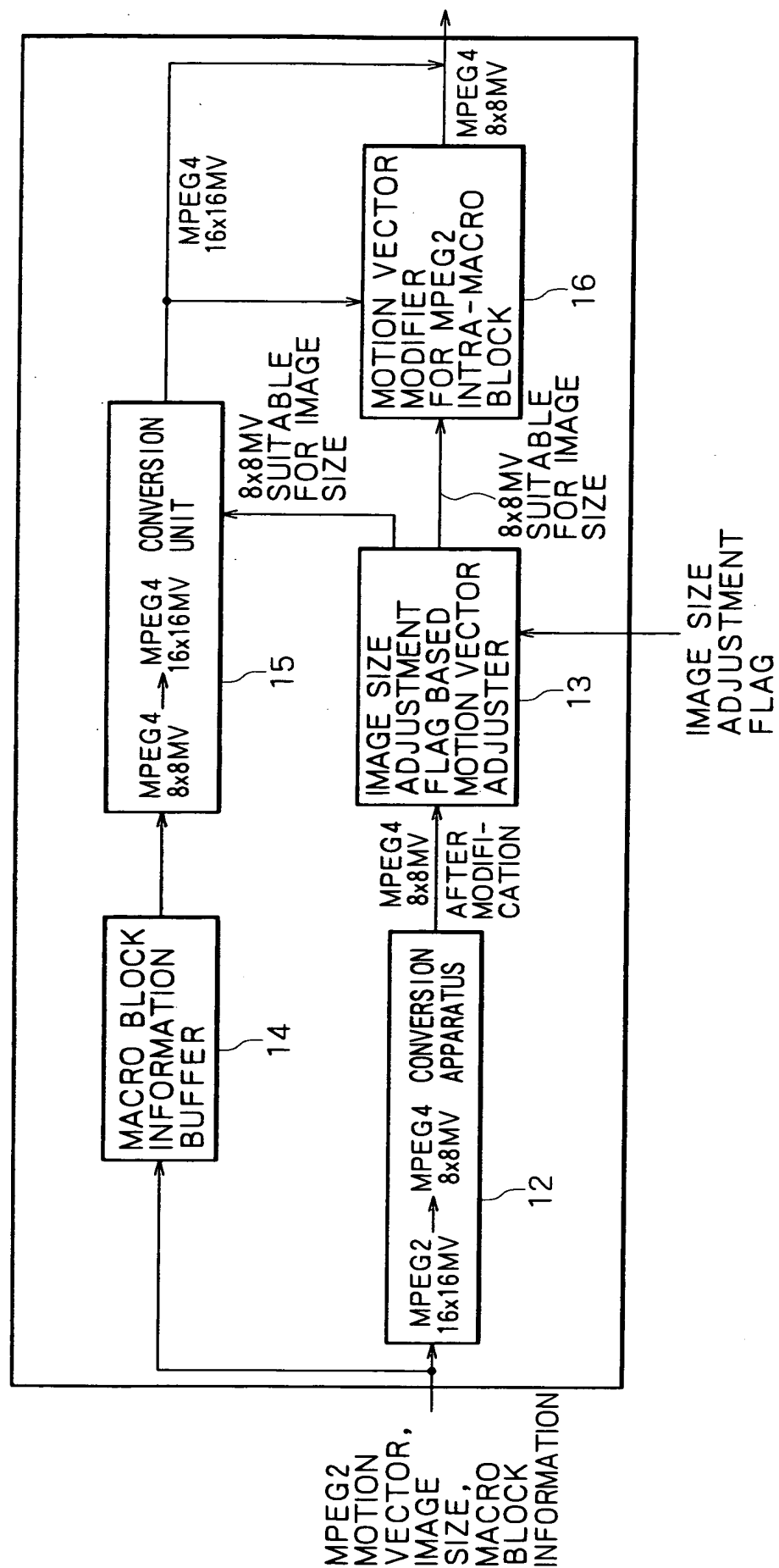




FIG. 17A

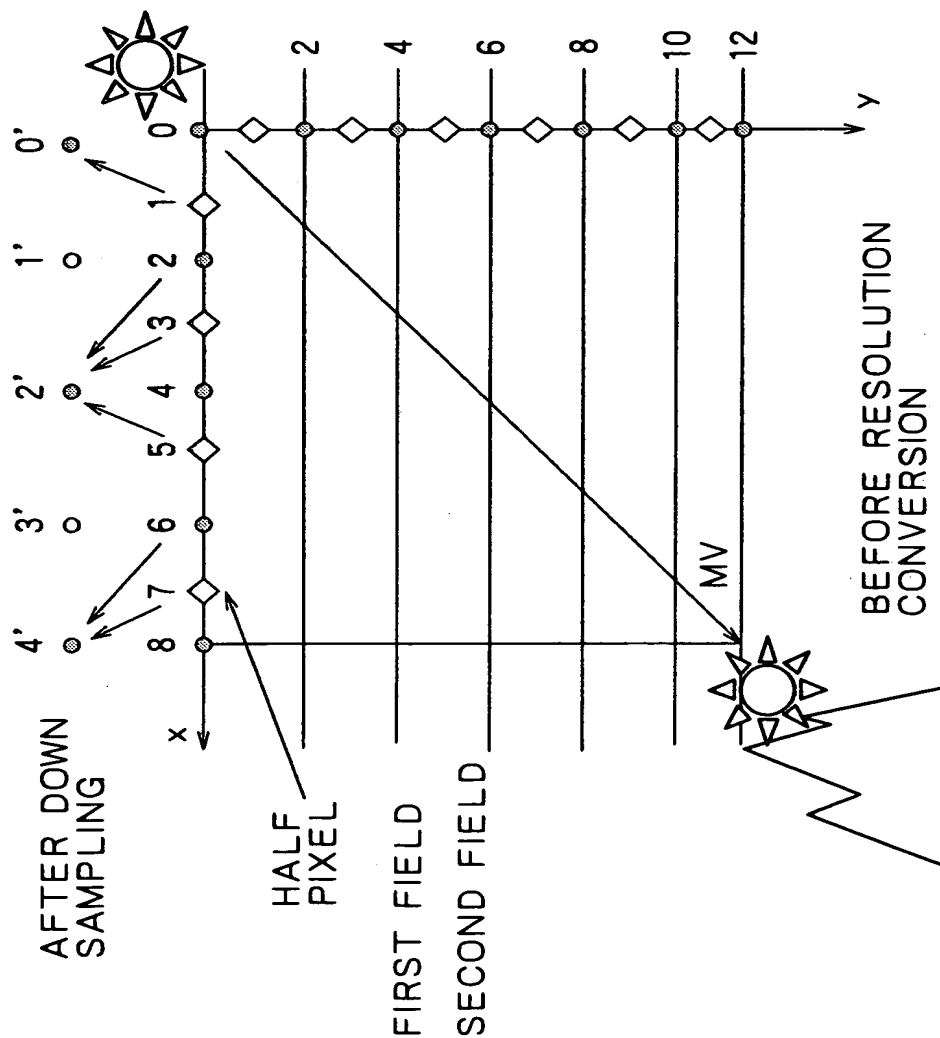
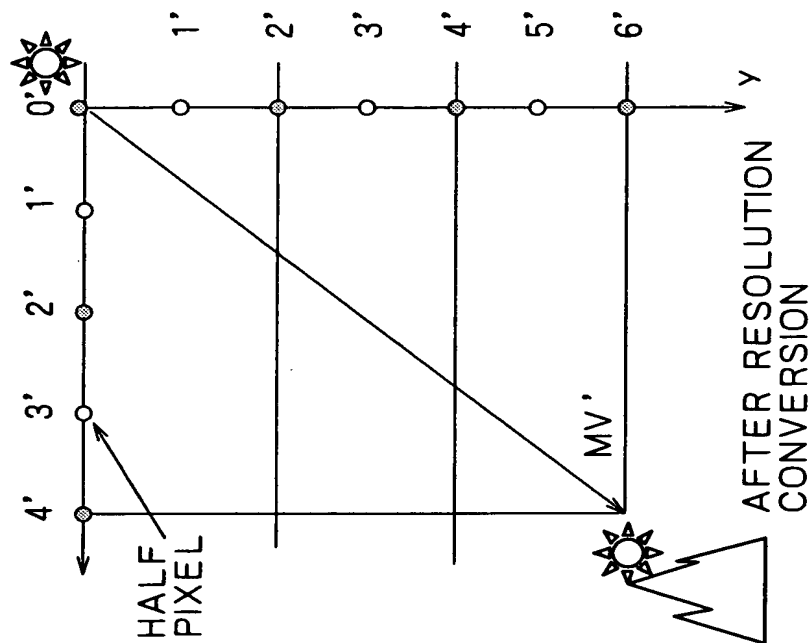


FIG. 17B



TOP OF PAGE

FIG. 18

REMAINDER WHEN MOTION VECTOR MV BEFORE CONVERSION IS DIVIDED BY 4	0	1	2	3
MOTION VECTOR AFTER CONVERSION	$[MV/2]$	$[MV/2]$	$[MV/2] + 1$	$[MV/2]$

$[MV/2]$  REPRESENTS INTEGER PART WHEN MV IS DIVIDED BY 2

FIG. 19A

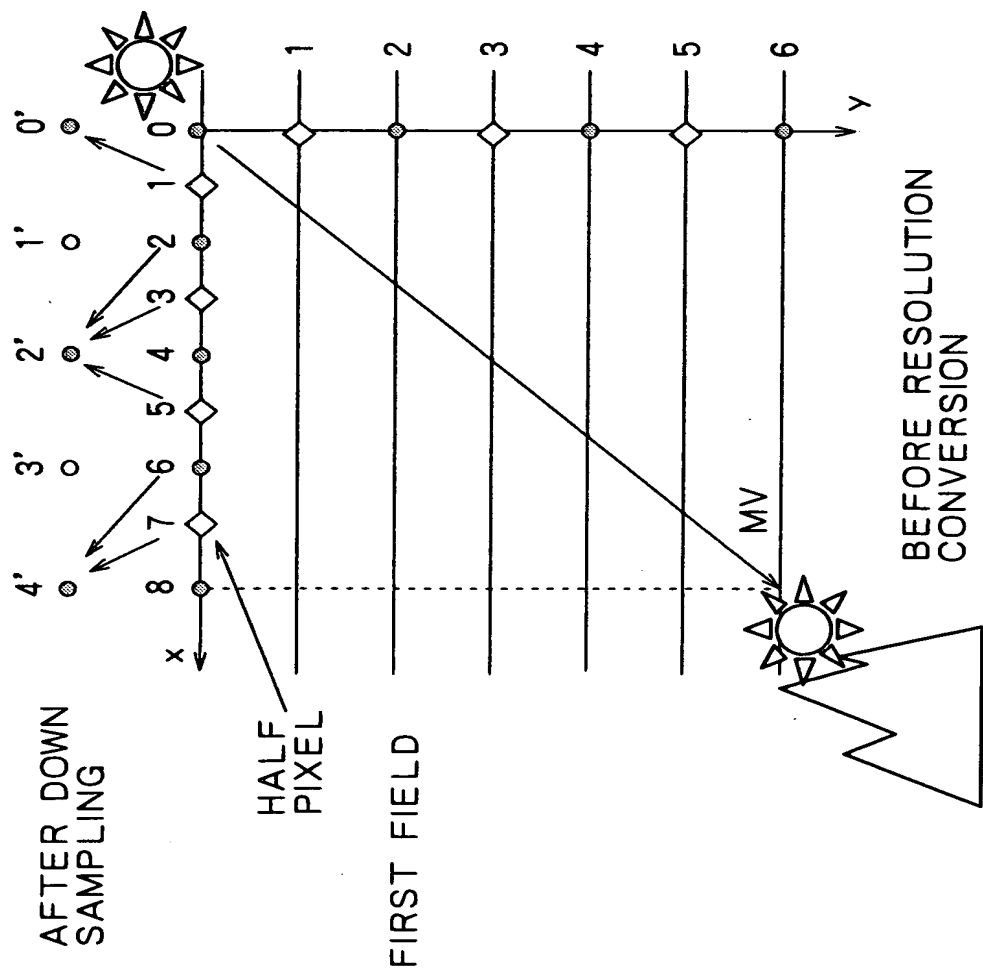
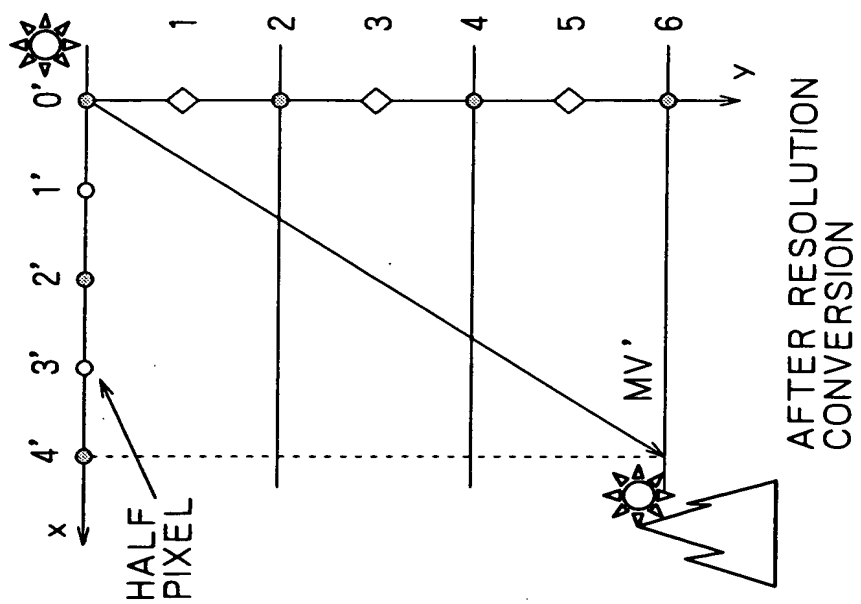


FIG. 19B



SINCE IMAGE ONLY OF EXTRACTED FIRST FIELD IS INPUTTED TO MPEG4 IMAGE CODING APPARATUS, FIRST IMAGE FIELD IS USED AS REFERENCE IMAGE FOR MPEG4. THEREFORE, 1 IS ADDED TO VERTICAL COMPONENTS OF MOTION VECTORS UPON PREDICTION OF SECOND FIELD OF MPEG2 TO APPROXIMATE SECOND FIELD TO FIRST FIELD

FIG. 20A

FIG. 20B

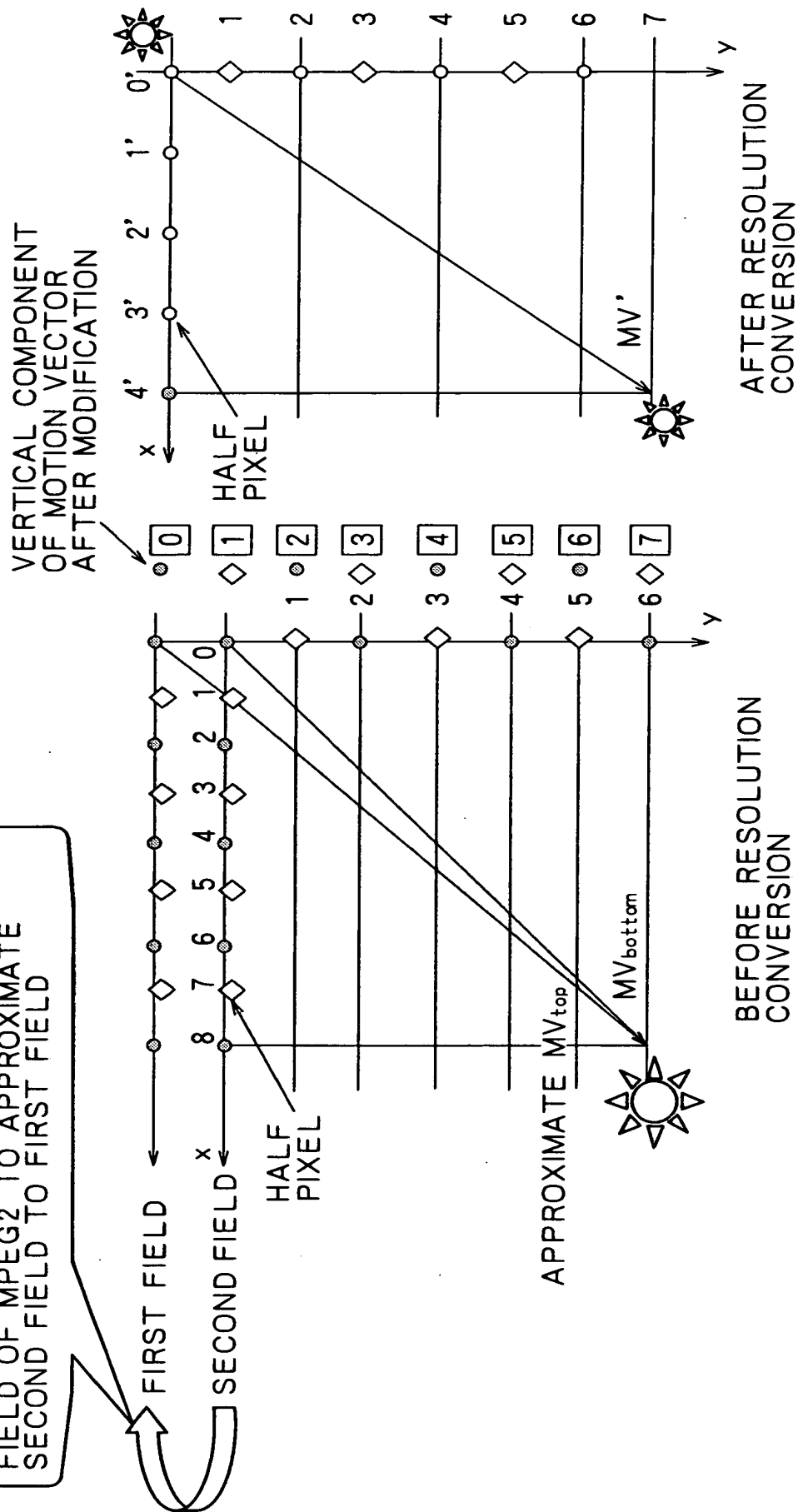


FIG. 21

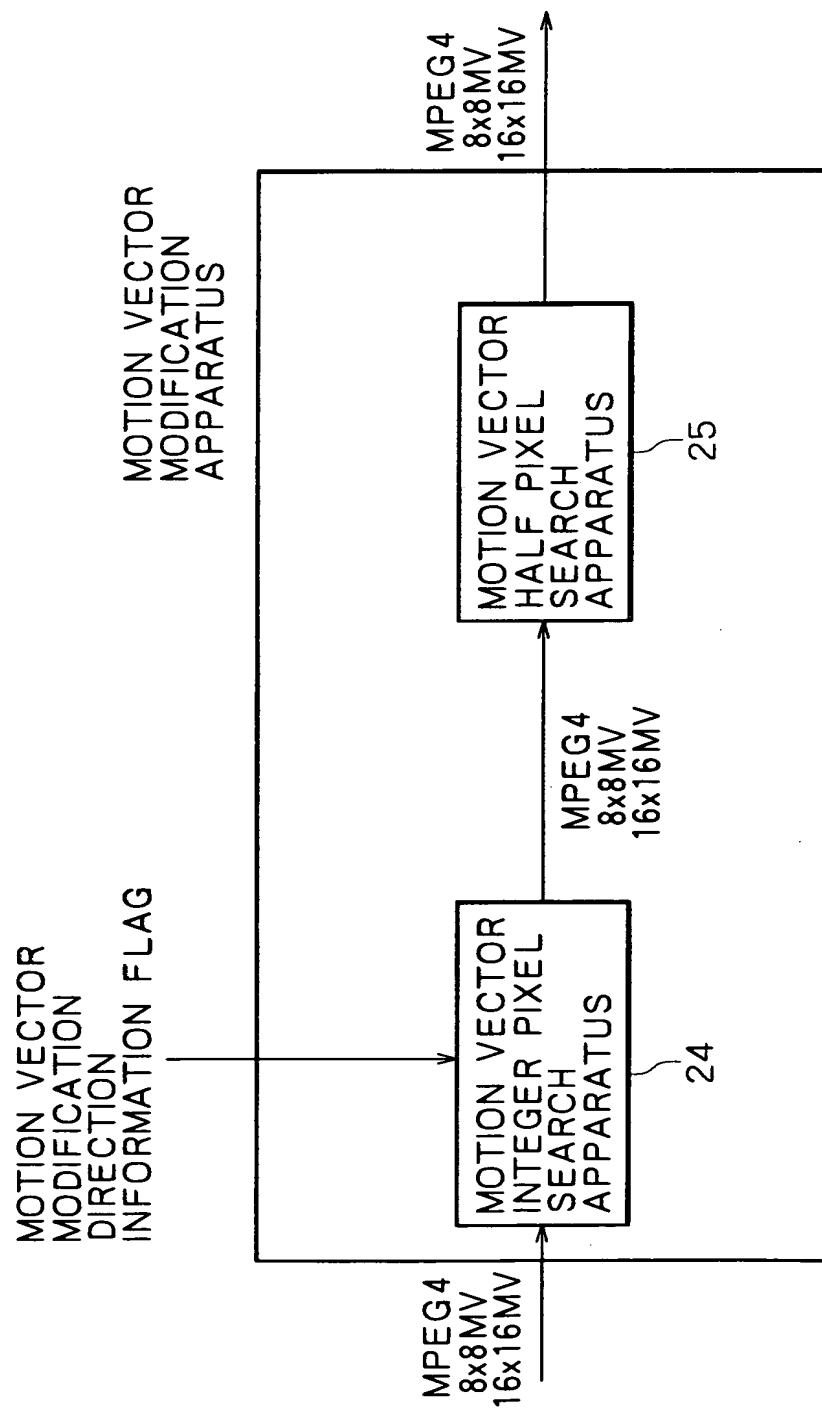
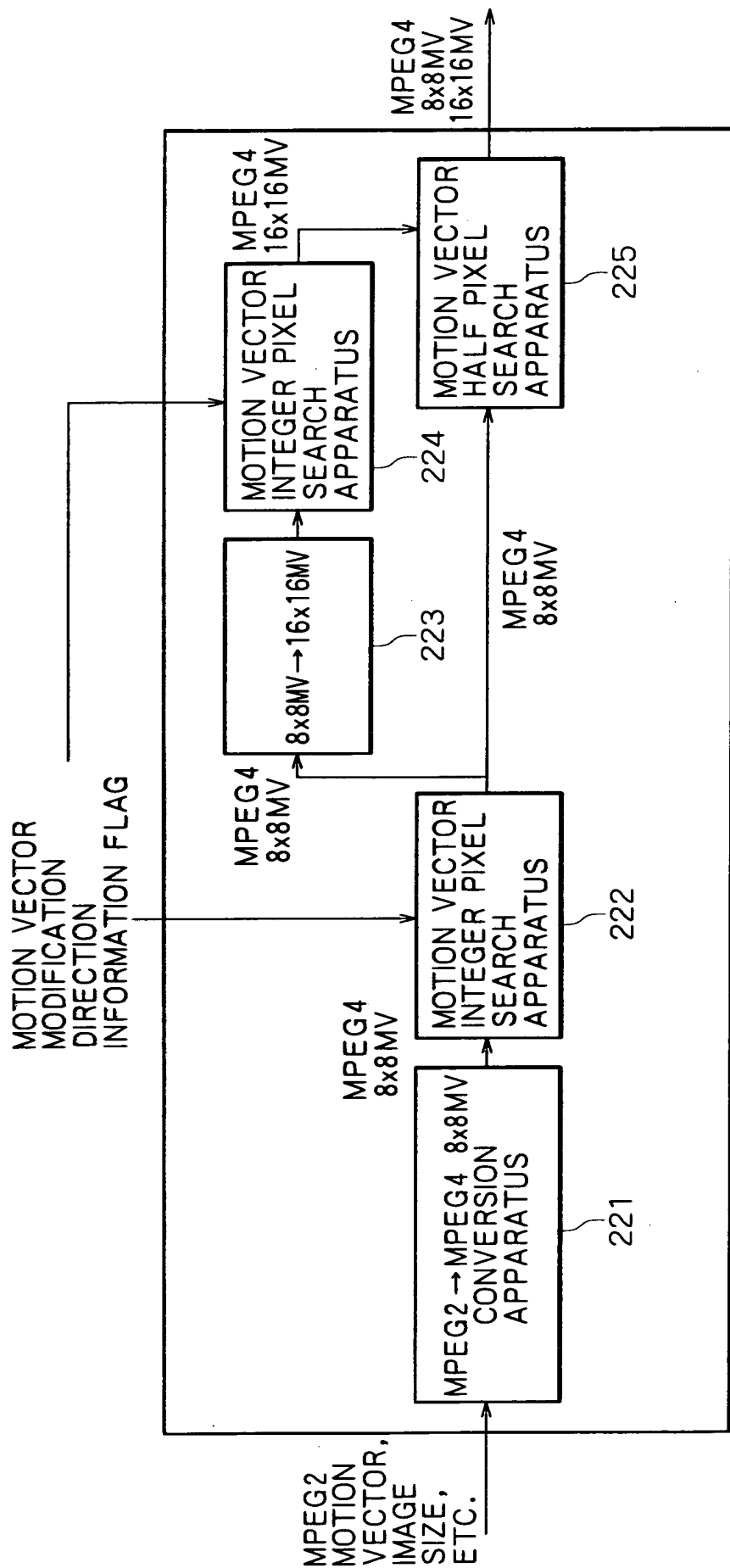


FIG. 22



MOTION VECTOR CONVERSION APPARATUS

- MPEG2 INTEGER PIXEL    ● MPEG4 INTEGER PIXEL
- ◇ MPEG2 HALF PIXEL

FIG. 23A

MODIFICATION FROM MPEG2  
INTEGER PIXEL TO MPEG4

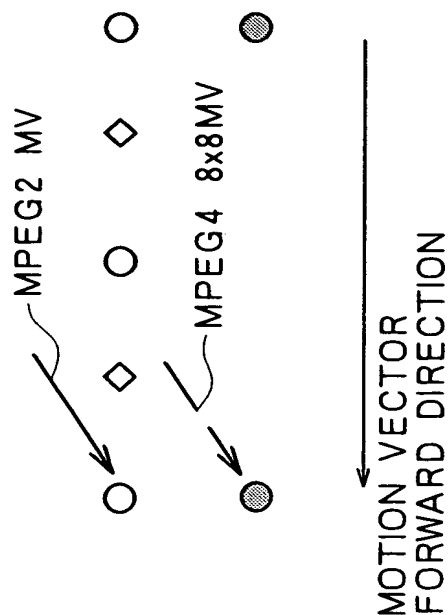
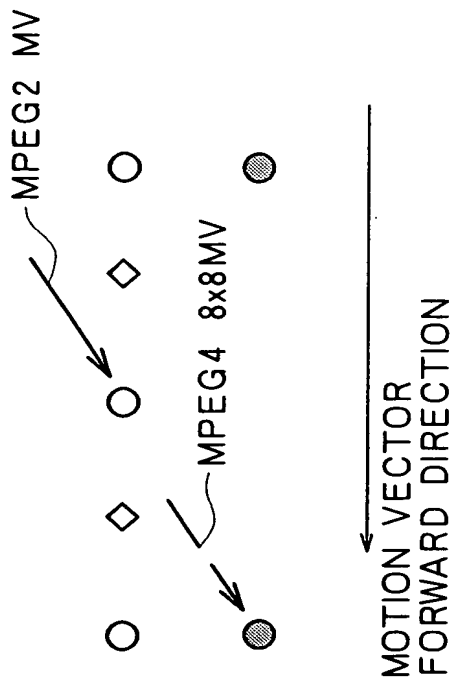


FIG. 23B

MODIFICATION FROM MPEG2 INTEGER  
PIXEL TO MPEG4 INTEGER PIXEL  
OF FORWARD DIRECTION

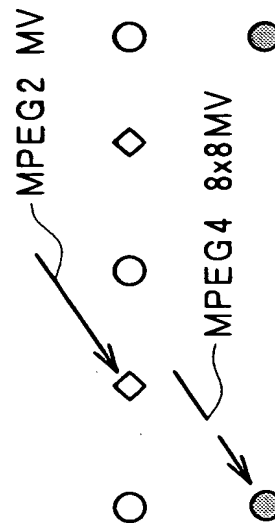


- MPEG2 INTEGER PIXEL ● MPEG4 INTEGER PIXEL
- ◇ MPEG2 HALF PIXEL

FIG. 24A

FIG. 24B

MODIFICATION FROM MPEG2 INTEGER  
PIXEL TO MPEG4 INTEGER PIXEL  
VALUE OF FORWARD DIRECTION



MODIFICATION FROM MPEG2 INTEGER  
PIXEL TO MPEG4 INTEGER PIXEL  
VALUE OF REVERSE DIRECTION

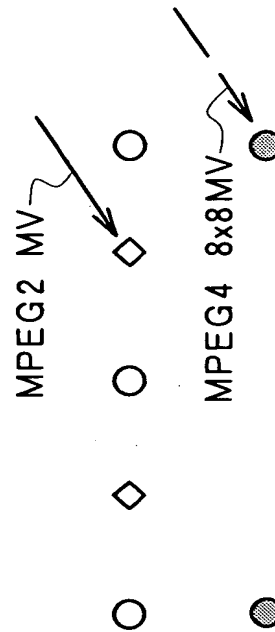




FIG. 25

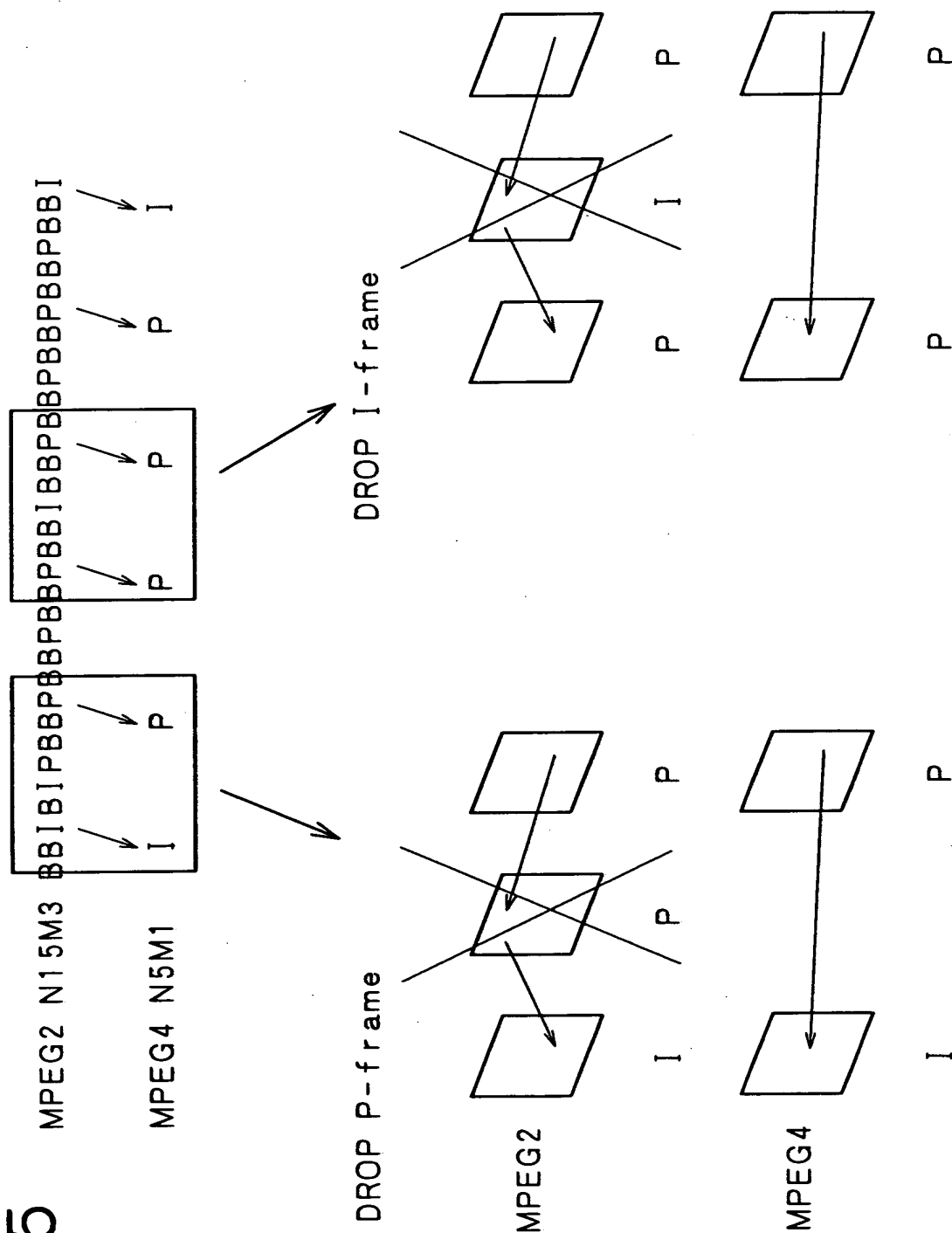
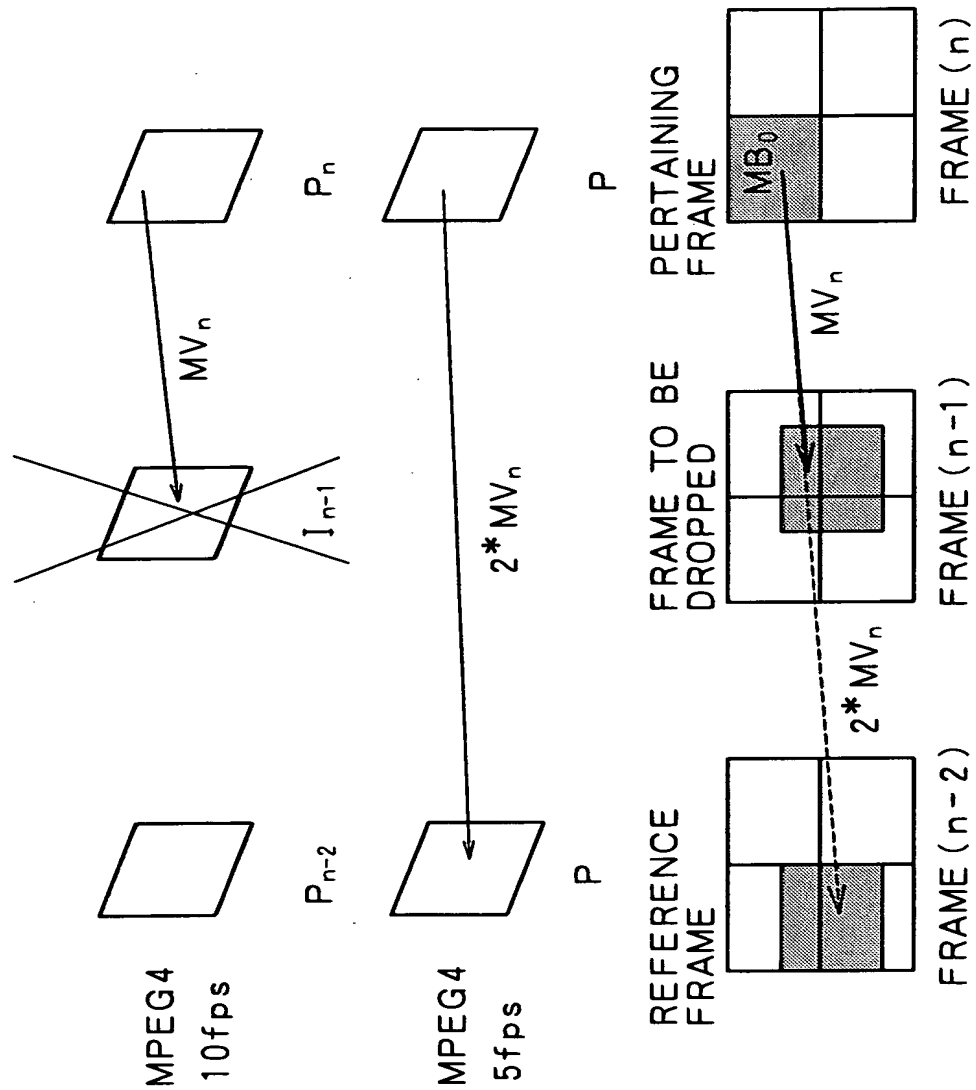


FIG. 26



EXTEND MOTION VECTOR TO TWICE LENGTH  
TO PERFORM TEMPORAL MODIFICATION

FIG. 27

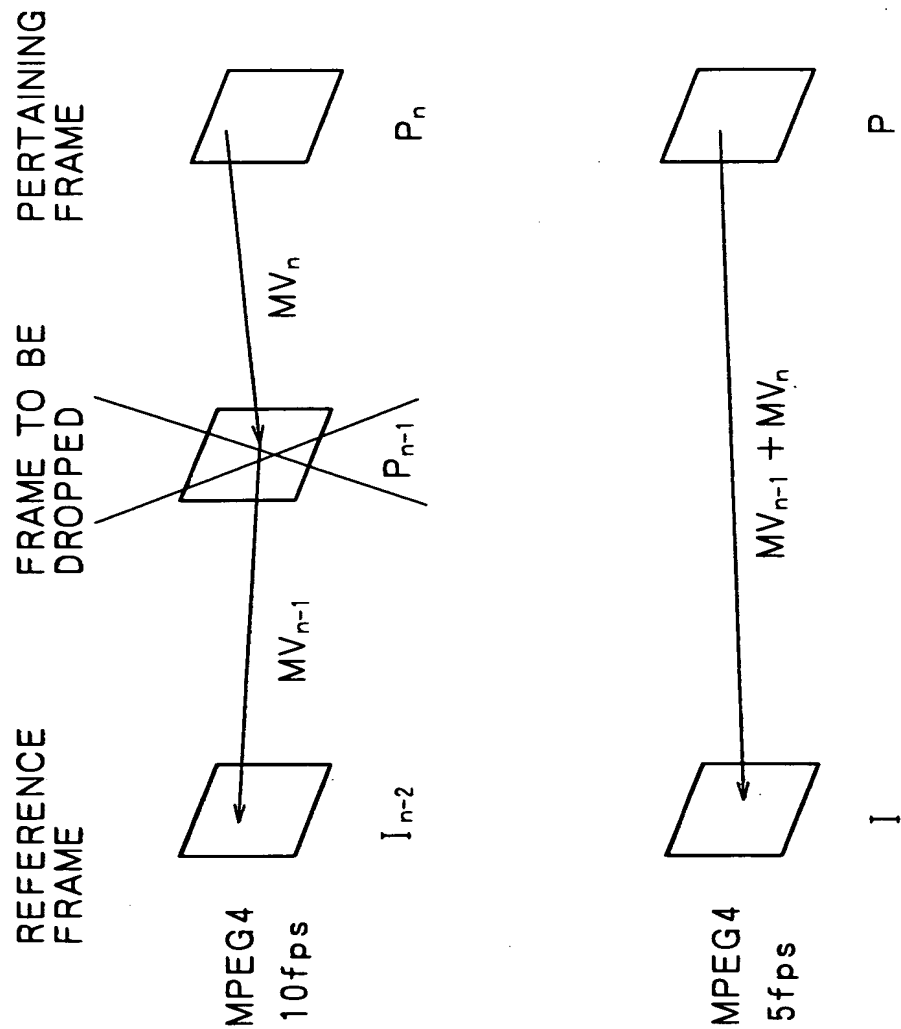
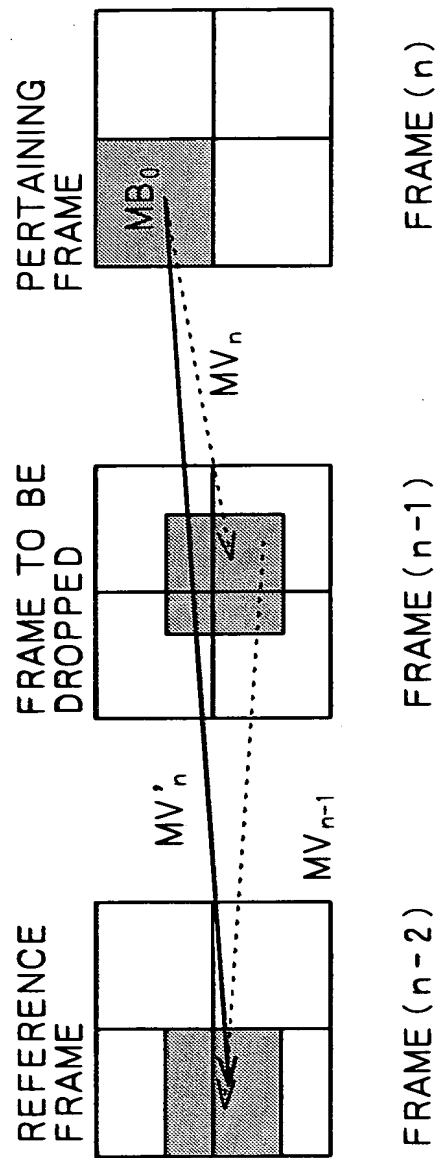


FIG. 28



SELECT  $MV_{n-1}$  WHICH EXHIBITS MAXIMUM PARAMETER X  
(WHERE X IS ONE OF THE FOLLOWINGS)

- MB overlapped area
- MB overlapped area/Coefbits
- MB overlapped area/Q-scale
- MB overlapped area/(Coefbits X Q-scale)

$$MV'_n = MV_n + MV_{n-1}$$



OVERLAPPING MB (1, 2 OR 4MB)

FIG. 30

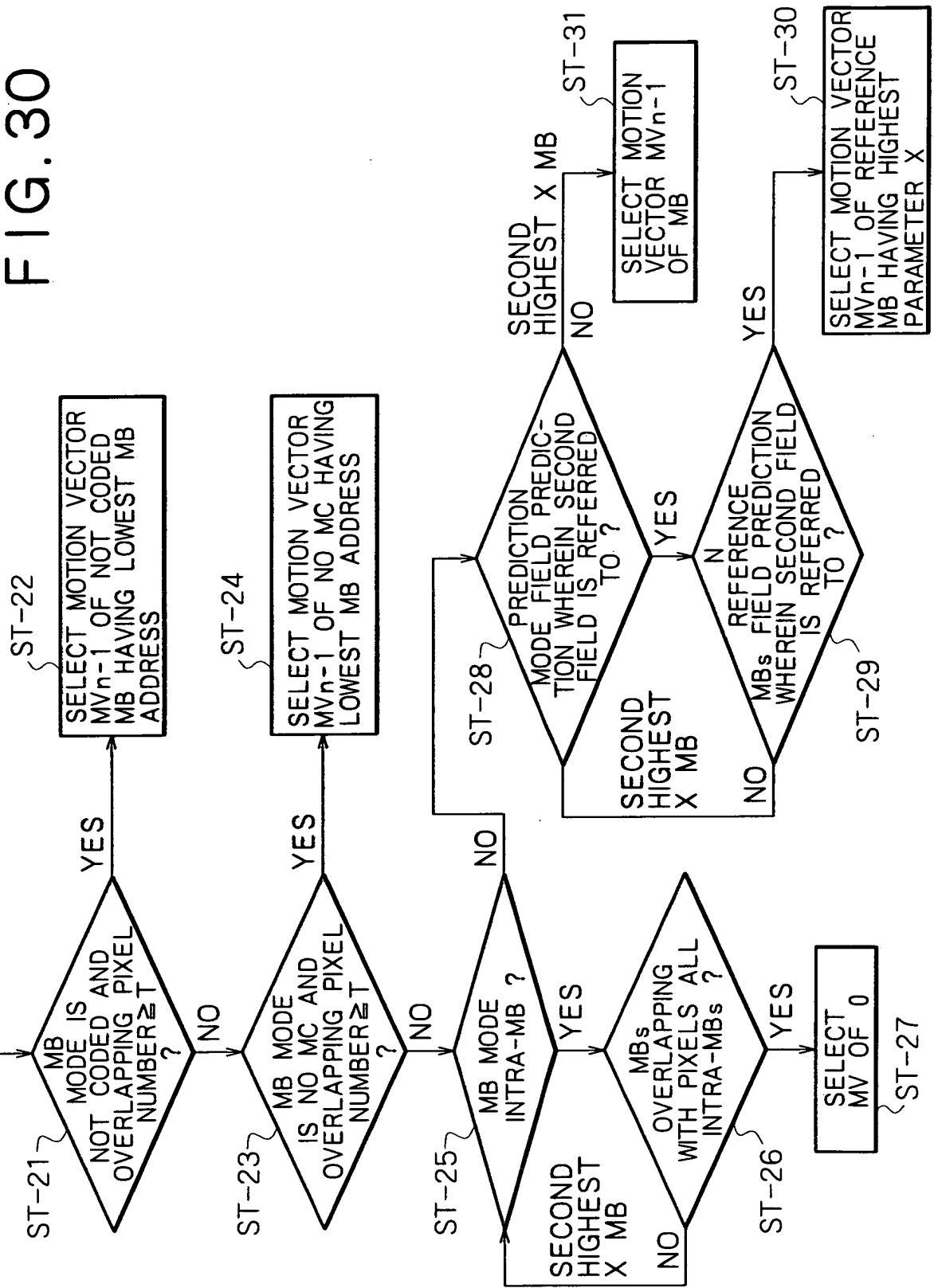


FIG. 31

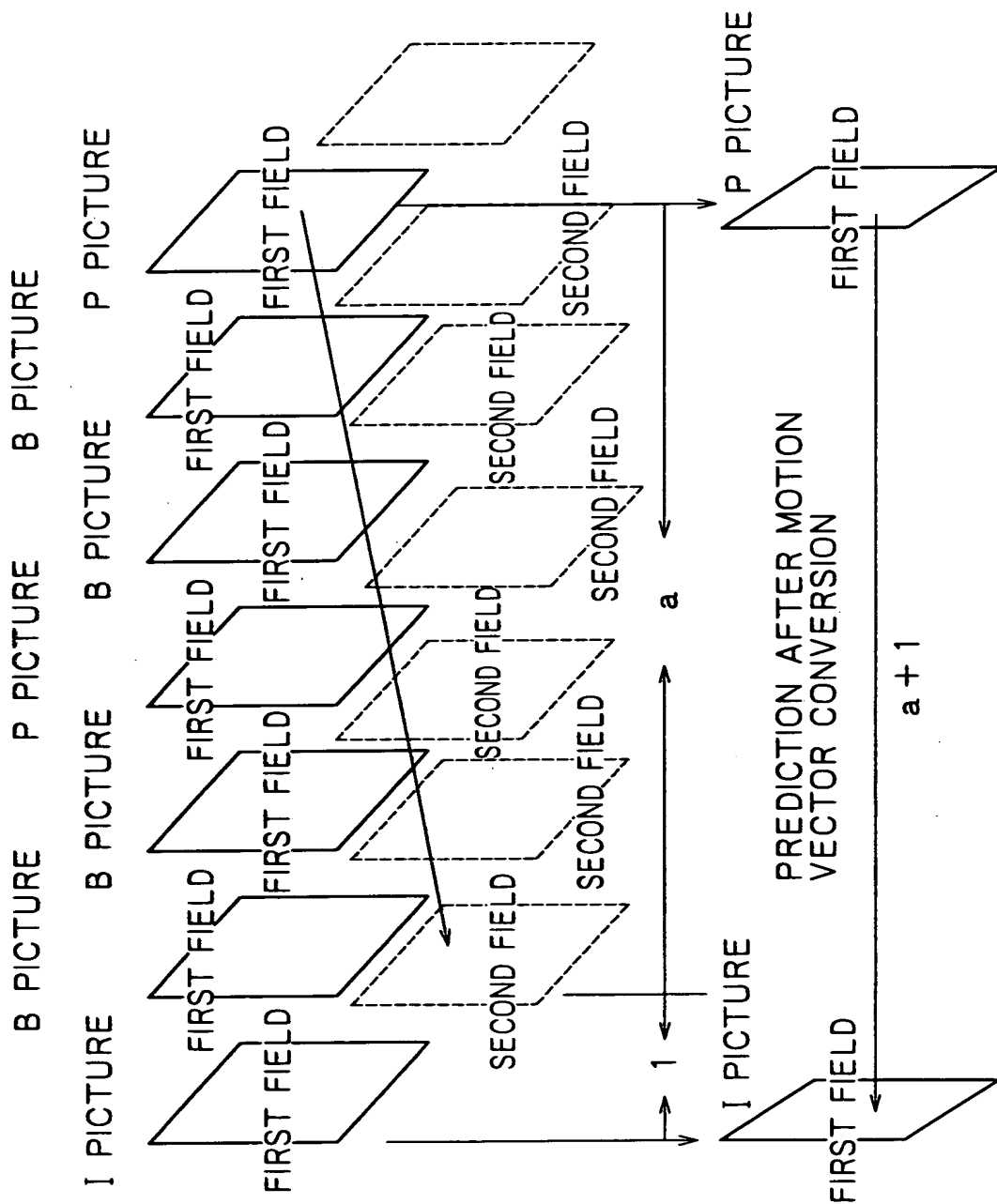


FIG. 32

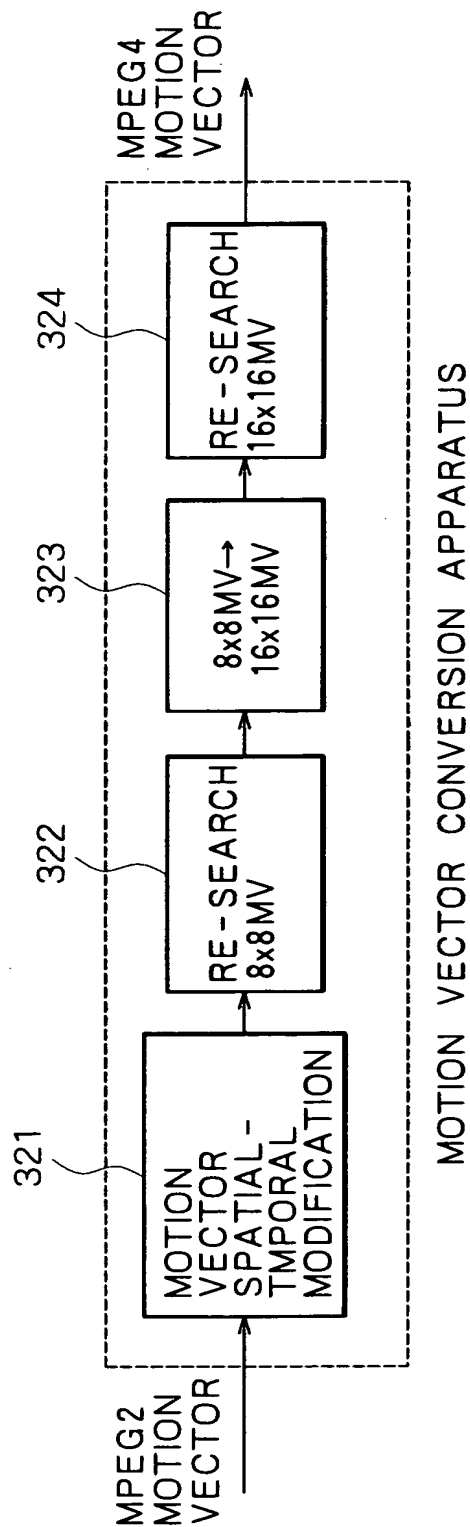
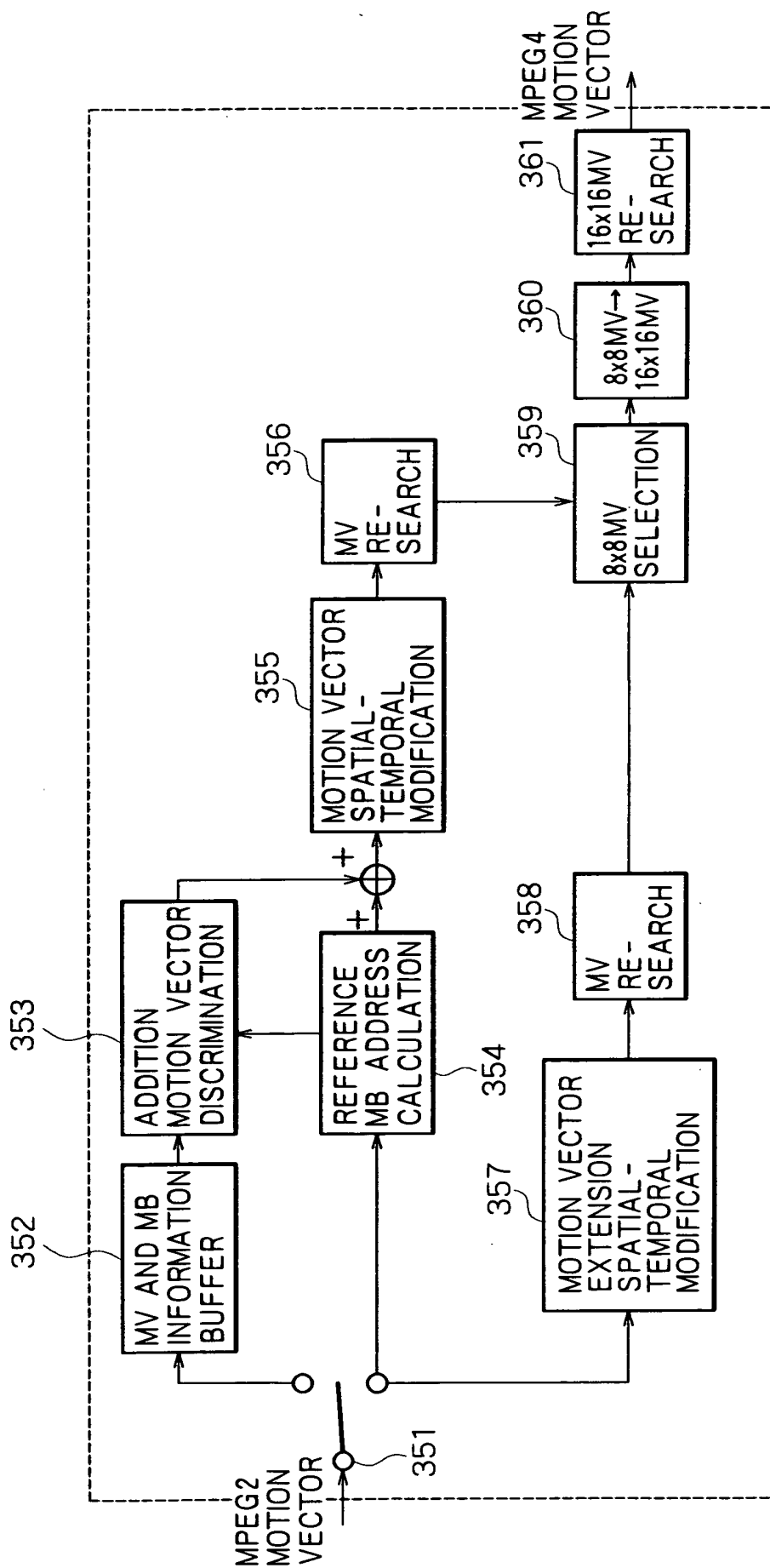


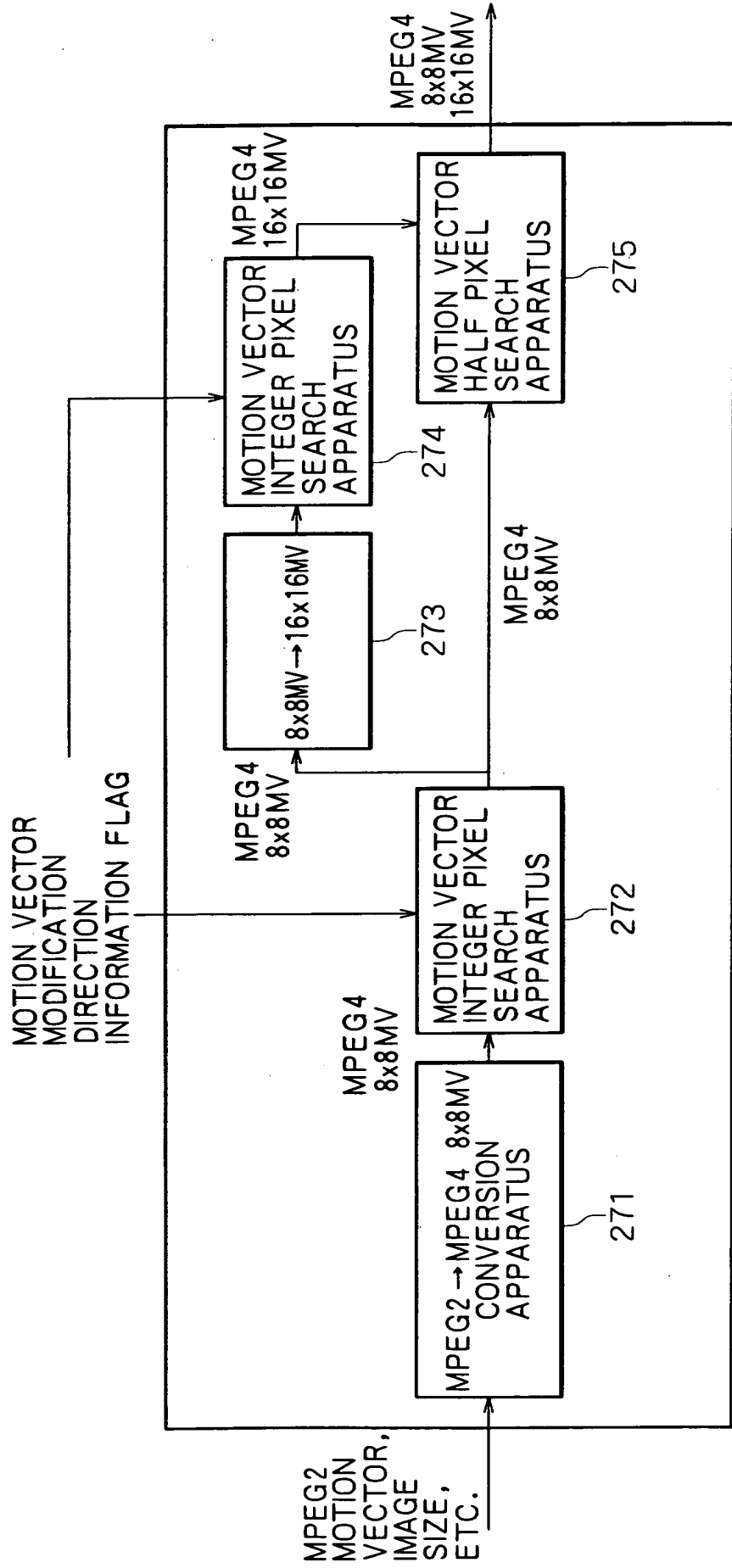


FIG. 33



MOTION VECTOR CONVERSION APPARATUS

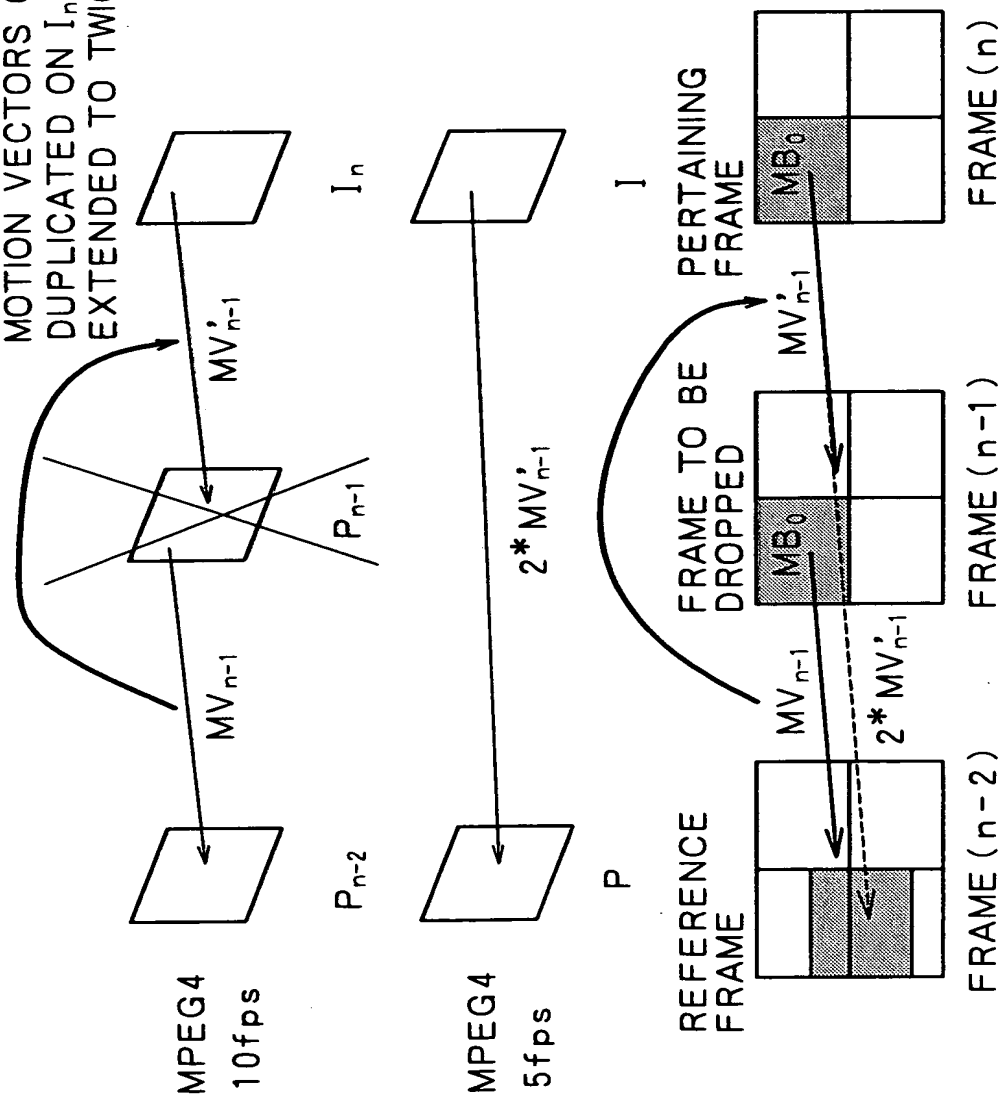
FIG. 34



MOTION VECTOR CONVERSION APPARATUS

FIG. 35

MOTION VECTORS OF  $P_{n-1}$  FRAME MB ARE  
 DUPLICATED ON  $I_n$  MB AT THE SAME POSITIONS AND  
 EXTENDED TO TWICE FOR TEMPORAL MODIFICATION



$MV_{n-1}$  IS DUPLICATED AND EXTENDED  
 TO TWICE FOR TEMPORAL MODIFICATION

FIG. 36

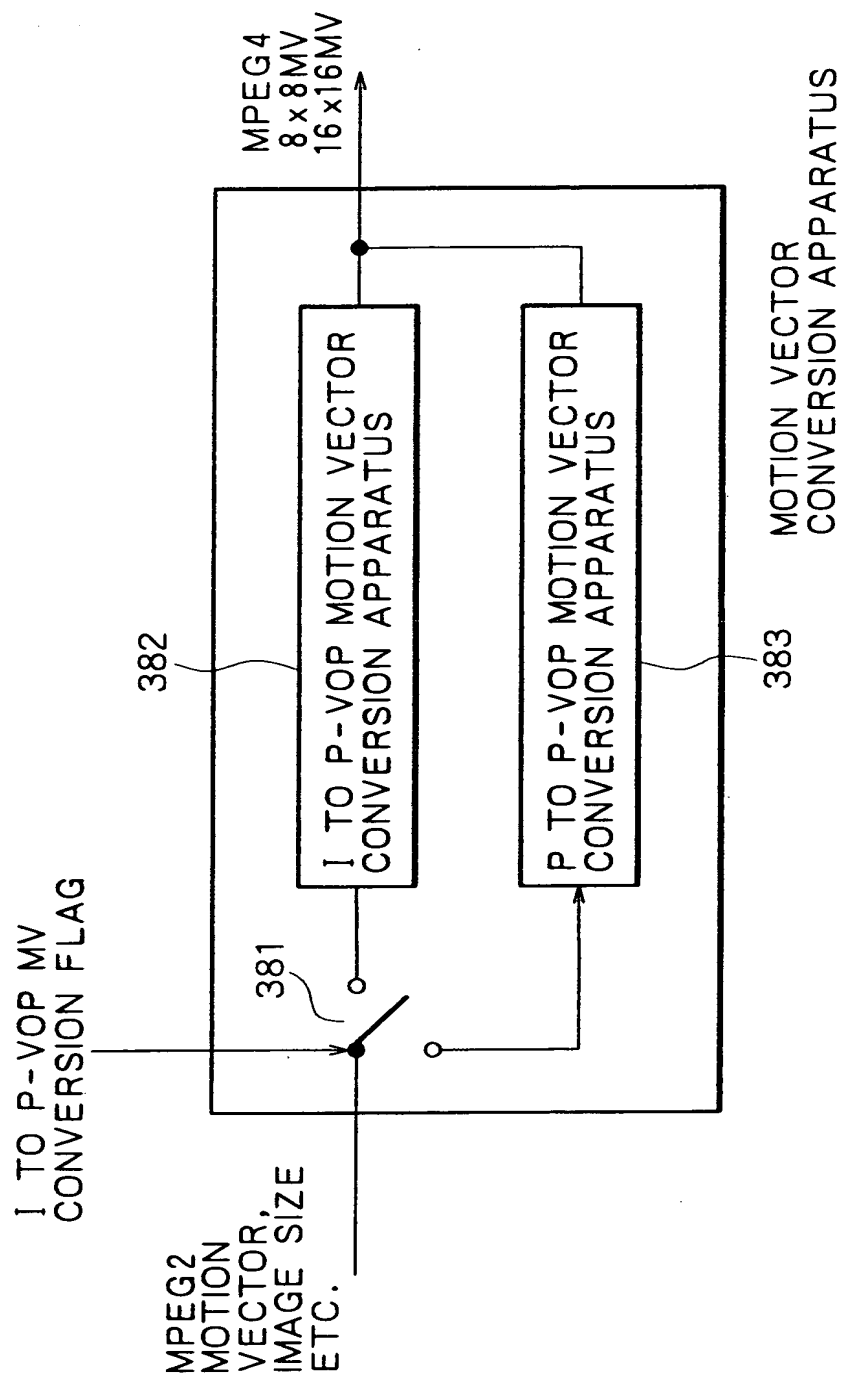
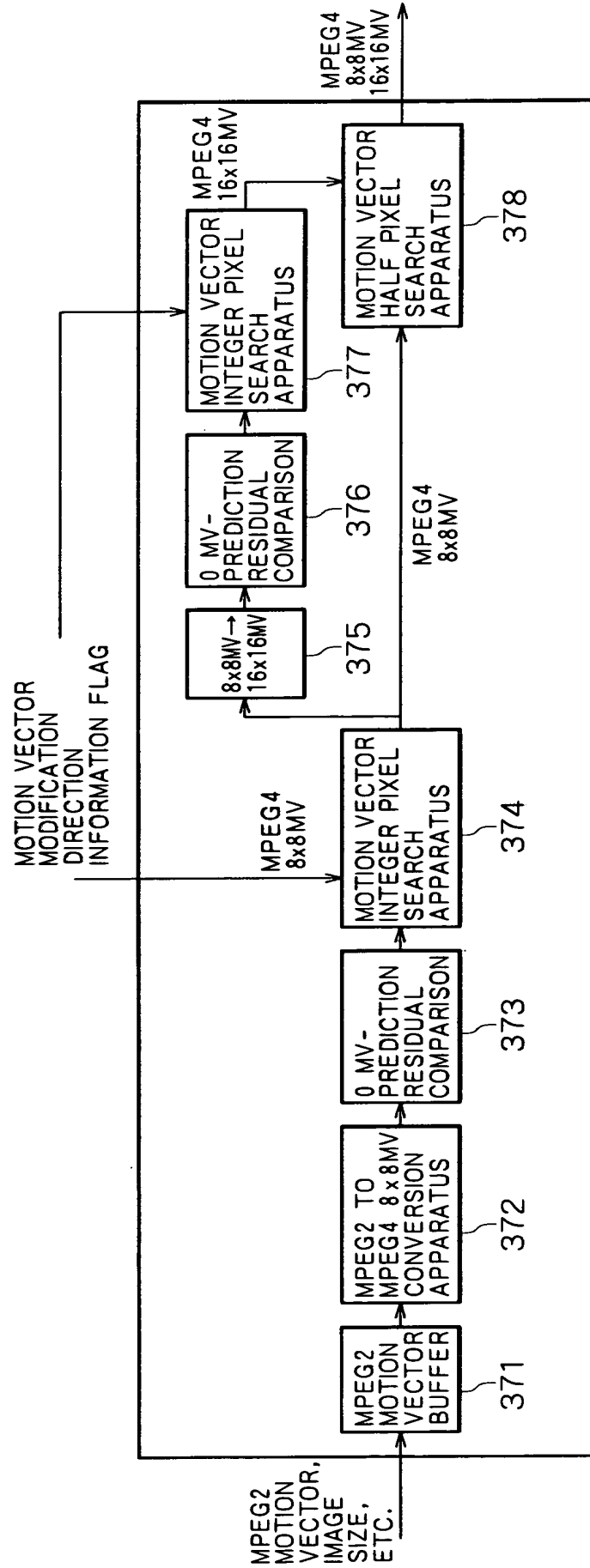


FIG. 37



I TO P MOTION VECTOR CONVERSION APPARATUS